

TOMBA! 2

THE EVIL SWINE RETURN™



**LOCATIONS
OF ALL
HIDDEN ITEMS**



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Russ Ceccola



TOMBA! 2

THE EVIL SWINE RETURN™

Prima's Official Strategy Guide



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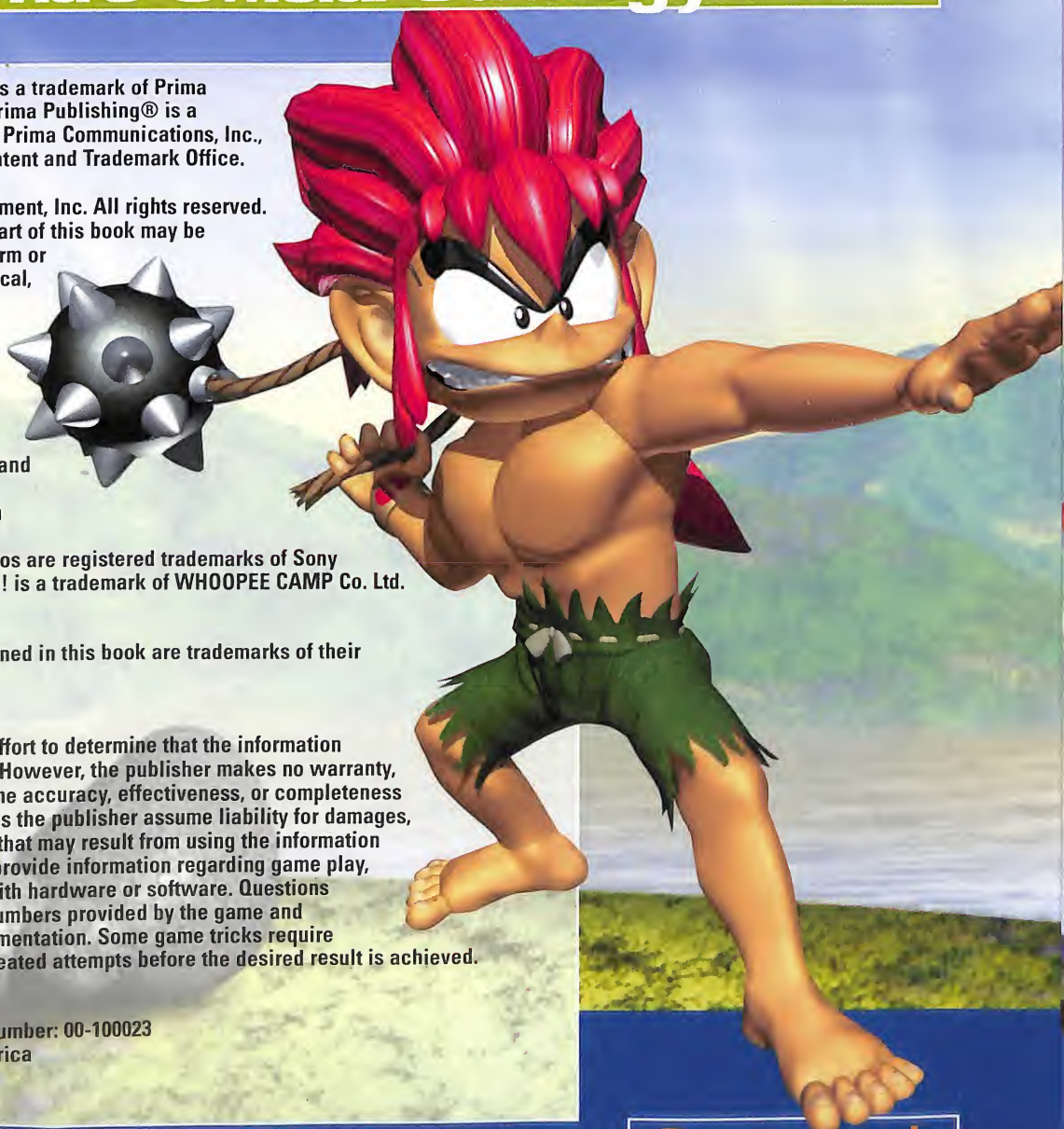
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About the Author

Russ Ceccola likes a good pork sandwich every now and then. He celebrated New Year's Eve 1999 with an extra helping of ham to further contribute to the elimination of Evil Pigs throughout the world. This is his second full strategy guide for Prima, and he was so engrossed by the *Tomba!* games in December 1999 that he almost went outside once with pink hair and a grass skirt.

Dedication

For Frank Puntolillo, the one and only Pork King

Acknowledgments

David Mathews, Michael Littlefield, and Renee Middleton deserve special thanks for managing to produce and edit this book during the move of their entire office to a new location, which also coincided with both Christmas and New Year's Eve for added complications. Mark Valledor and Susan Nourai at Sony provided crucial support throughout the project, especially that last-minute solution to the Precious Ring event. Ramon Concepcion at Sony thankfully consolidated all of the official character and enemy names.





The *Tomba!* games provide a unique blend of role playing adventures and traditional platform gaming. The emphasis is clearly on adventure with over 130 events (mini-quests) to complete, but the in-game actions and interface use all of the trappings of platform games. *Tomba! 2 The Evil Swine Return* puts Tomba in charge of eliminating the Evil Pigs once again. This time, the Evil Pigs have captured Tabby, Tomba's girlfriend, and hidden her away on an unfamiliar island. *Tomba! 2* contains a variety of 3D modes for gameplay and three full mini-games, easily eclipsing the original game's 2D, side-scrolling interface and single mini-game (racing). You can unlock a special cartoon finale if you complete all 133 events. If you have a *Tomba!* save file on your memory card, you can access four more events and a slightly altered version of the finale. There's plenty to do before you fight the Evil Pigs, so grab your Blackjack and get to the Town of the Fishermen.

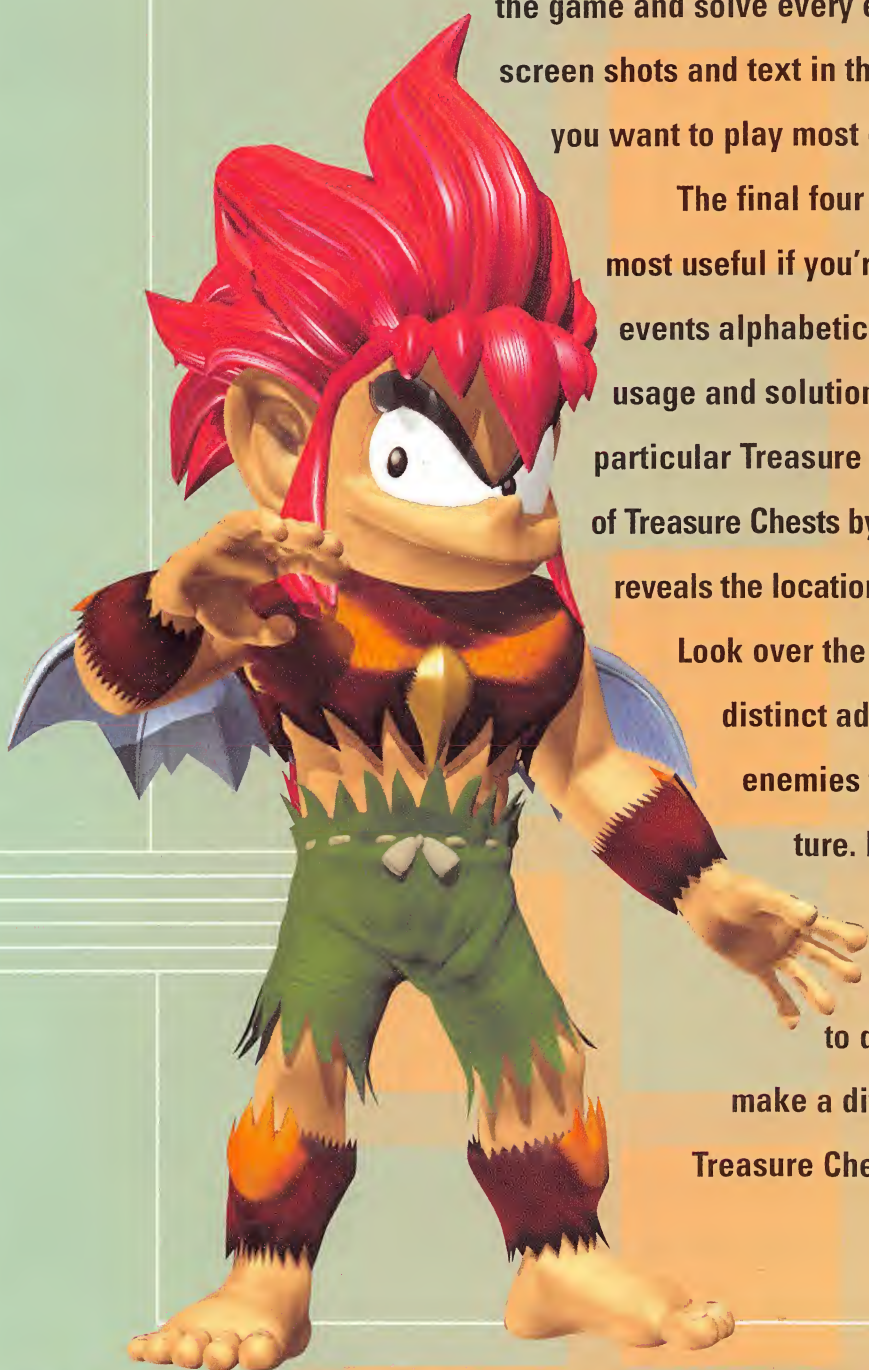


How to Use This Book

There are so many different aspects of *Tomba! 2* that each player attacks the game in a different way. Some people want to get through the game as quickly as possible, whereas others take their time and explore every inch of the island. The walkthrough takes the latter approach. If you follow it from start to finish, you'll see every element of the game and solve every event. You can also just peek at the screen shots and text in the walkthrough for hints, especially if you want to play most of the game on your own.

The final four sections of this strategy guide are the most useful if you're stuck. You can look up items and events alphabetically to discover, respectively, their usage and solutions. If you want to know the contents of a particular Treasure Chest, you can scroll through the tables of Treasure Chests by color. The "Vitality Power-Ups" table reveals the location of the hidden 1/2-Pots of life in *Tomba! 2*.

Look over the information in "Basics" to give you a distinct advantage. Read about the characters and enemies to understand their roles in the adventure. No matter what, save your game often. Consult the strategy guide when you need a push in the right direction or to determine whether it's really worth it to make a difficult move to reach a certain Treasure Chest.





Basics

It takes about five minutes to get most of the controls of *Tomba! 2* down to a science. As the game progresses, you find better clothes and weapons to enhance the movements you already know. You run faster, jump higher, and access new areas with these items. There are many game elements and intricate details that you can only learn through gameplay or a helpful hint or two. Here are some general hints, tips, and strategies to make your time with *Tomba! 2* that much easier.



- Some events are optional. You receive an Adventure Point (AP) bonus for triggering these events because they usually take extra effort to discover. There are no AP bonuses for the main events that you must complete to finish the game.
- When you move Tomba past certain objects, locations, and characters, you see arrows or other instructions. These mark the important items, places, and characters that you should investigate. Follow the on-screen instructions to interact with these game elements.
- Save your game at each new signpost you reach. Also, save the game after solving particularly involved events.
- You only have one life in *Tomba! 2*. Watch your step, and save the game at the nearest signpost if you are unsure of your next move.
- You automatically use inventory items with pink names when you talk to the right character or manipulate the right object. You must select items with blue names in the Adventure Journal to use them. If the item name is dark blue, you can't use it at that time.
- Most cranks sit on a track. Swing one way to move the crank up on the track, and swing the opposite way to move it down.
- Until you pick up the Ice Boomerang, carefully watch the patterns of the Cappers and Mover Cappers. Both enemies flare up at regular intervals. Jump over them right after their flames die down.
- The Fire Sea Anemone blows out hot steam and the Snow Sea Anemone tries to suck you into it. Avoid the Anemones entirely, or throw another enemy or object into their mouths to calm them down.
- Here's a sneaky trick. Save the game at any signpost and immediately load that save file. Your Vitality points are now at their maximum level once again.
- Talk to all the characters in both the Coal-Mining Town and the Circus Village for game tips and event clues.
- Until you find the Squirrel Clothes, don't stand in one place too long in the Kujara Ranch area of the game. Otherwise, Tomba freezes into an ice block. You'll lose at least one Vitality point unless you break out of the ice immediately.
- The Chef in the Coal-Mining Town makes as many sandwiches as you like, as long as you deliver the ingredients. Big Pieces of Meat, Small Fish, and Potatoes regenerate every time you enter (respectively) the Cafeteria, Town of the Fishermen, and Ranch Area, so you can never run out of ingredients. After you find special items, you shouldn't need the sandwiches for yourself, but you may still want to keep some handy to finish events.
- Each event is unique. Each is triggered differently, and each is completed differently.
- Many of the optional events involve Travelers or Charles the monkey. The Travelers tell you about the fabled three towers when you solve their events. Charles just ends up in more trouble later on.

Tiny Mouse Houses

It pays to know where the mouse houses are for one event in the game. When you change Tomba into Mini Tomba, you can enter one mouse house in each area of the game, as well as the Mini Temple in the Water Temple area. Here are the locations of the mouse houses:

- Town of the Fishermen: below the winch that raises the rope bridge
- Pipe Area: on the pipe near the first Fire Sea Anemone
- Ranch Area: on the ledge below the Lift Shed
- The Deep Forest: above the entrance to the Treasure House
- Circus Village: near the ladder to the third level
- Water Temple: on a ledge above the Holy Pedestal



The Three Towers

The Towers of Courage, Strength and Wisdom contain three powerful weapons, but you can only enter these Towers if you find their invisible doors and chant the appropriate full spells to open them. Only experimentation reveals these doors, but here's a list of the Towers, along with the locations of their doors and the halves of the spells that open them.

Tower of Courage

- Door is on the ledge to the right of the lowest pipe in the Pipe Area
- 1/2-Spell of Courage from the Miner whose pot you broke after you give him the Master's Pot in the Coal-Mining Town
- 1/2-Spell of Courage from the Healed Mother when you talk to her in the Coal-Mining Town

Tower of Strength

- Door is on the ledge to the far left of the seesaws in the Ranch Area
- 1/2-Spell of Force from the Closed Clamshell Mermaid when you give her the Mermaid Scale in the Water Temple
- 1/2-Spell of Force from the three sisters after you win the lying game in the Ranch Summit

Tower of Wisdom

- Door is on the ledge where you found the Rock Crab in The Deep Forest
- 1/2-Spell of Wisdom from the chest in the dark room in the Water Temple
- 1/2-Spell of Wisdom from Pham in the Ranch Summit after you return his three escaped Kujaras

Adventurer's Chests

You receive a Pig Nose Panel for every Adventurer's Chest that you successfully open. These Pig Nose Panels in turn unlock the door to the Golden Tower. You should know the locations of the Adventurer's Chests in case you want to obtain the Golden Powder, the ultimate protection from enemies, inside the Golden Tower. Here are the locations of the Adventurer's Chests and the AP total you need to open them:

Adventurer's Chest	Location	AP Total
Waterfall of the Heavens	above the signpost	30,000
Pipe Area	above the entrance to the Trolley Stop	100,000
Ranch Area	across the crevasse	500,000
The Deep Forest	near the Rock Crab	1,000,000
Town of the Fishermen	inside the Tiny Mouse's House	2,000,000

Miners and Fliers and Pigs! Oh, My!



There are so many characters and enemies in *Tomba! 2* that you may need a score card to keep track of them. Most of the characters offer advice or request an item. Most of the enemies just hamper your efforts, but a few of them are key to finishing certain events. Here are some descriptions of the more important characters and enemies in *Tomba! 2*.

Characters



Aquatic Plant Mermaid

Tomba frees the Aquatic Plant Mermaid from her plant prison in the Water Temple when he breaks all of the Aquatic Plants in the game. In return, the Aquatic Plant Mermaid gives the Mermaid Bucket to Tomba.



Artist

The Artist in The Forest Entrance needs blue paint to finish his masterpiece. Tomba finds it for him and receives the Blue Key in return.



Baron

Baron returns in *Tomba! 2* to transport Tomba instantly to the game's sections. Tomba must first save Baron because the Evil Pigs turned him to stone in the Laughing Crying Forest.





Big Fish

The Big Fish makes the Great Temple appear in the Water Temple after the Water Tank Mermaid plays her Mermaid's Harp to wake him up. Tomba must first find the pieces of the Mermaid's Harp for her.



Charles

Charles the monkey is one of Tomba's dearest friends, but he gets into so much trouble that Tomba never knows where he'll find Charles next. Tomba helps Charles out of a number of scrapes in *Tomba! 2*.



Chef

The Chef in the Coal-Mining Town makes three different types of sandwiches for Tomba, as long as Tomba brings him the right ingredients. The Chef never tires of cooking, so Tomba can always come back to him for food.



Chiquita

Chiquita greets Tomba in the Circus Village and tells him how to speak to the pigs. She never removes the basket from her head.



Circus Clown

The Evil Pigs turned the Circus Clown into the Pig Circus Clown in the Circus Village. Tomba eventually returns the Circus Village to normal, but only after he helps the Pig Circus Clown regain his confidence on the tightrope.



Closed Clamshell Mermaid

The Closed Clamshell Mermaid gives Tomba a 1/2-Spell of Force when he gives her the Mermaid Scale in the Water Temple. She's very shy, so she doesn't poke her head out of her clamshell until Tomba turns over the Mermaid Scale.



Crystal Artisan

The Crystal Artisan in the Water Temple makes unusual objects. Tomba brings him a Crystal in order to get a Crystal Panel for the Water Tank.



Donglin Researcher

There are many Donglin Researchers in the Donglin Forest. Tomba finds items for some of them and learns about the forest's secrets from others.



Fisherman

This Fisherman tells Tomba where to find Fisherman Ark in the Town of the Fishermen.



Fisherman Ark

Fisherman Ark lives in the House on the Point in the Town of the Fishermen. He's responsible for the rope bridge to the Waterfall of the Heavens and also knows how to make Dried Fish.



Flower Seed Circus Worker

The Evil Pigs turned the Flower Seed Circus Worker into the Pig Flower Seed Circus Worker in the Circus Village.

Tomba eventually returns the Circus Village to normal and finds a seed for her to plant.



Gran

Gran is one of the most important Miners in the Coal-Mining Town. He helps Tomba use the machines in the Underground Machine Room. In return, Tomba frees him when he gets stuck behind a boulder in the Pipe Area.



Great Temple Keeper

The Great Temple Keeper needs a Mystery Reflector to open the door to the Water Pig Bag. Tomba discovers him inside the Great Temple, after the Big Fish reveals it in the Water Temple.



Ice Candy Vendor

The Evil Pigs turned the Ice Candy Vendor into the Pig Ice Candy Vendor in the Circus Village. Tomba eventually returns the Circus Village to

normal and helps the Ice Candy Vendor learn a trick to make it into the circus sideshow.



Ice Sculptor

The Ice Sculptor in the Ranch Summit has great talent but nowhere to exhibit his work. Tomba pushes a special ice block into the Sculptor's Hut for him to turn into an Ice Statue.



Ima

Ima is one of Pham's three daughters in the Kujara Ranch. Tomba first meets her at the beginning of the Ranch Area.



Injured Mother

The Injured Mother in the Coal-Mining Town becomes the Healed Mother after her son brings her the Getwell Plant. The Healed Mother gives the 1/2-Spell of Courage to

Tomba when he talks to her after her recovery.



Kainen

Kainen plays a mysterious part in *Tomba! 2*. He shows up at unexpected times with advice or important items like the Red Key. Tomba puts out the fire in

Kainen's house at the beginning of the game.



Koma

Koma is one of Pham's three daughters in the Kujara Ranch. Tomba first meets her next to the giant wall of ice near the Lift Shed.



Kujara

Kujaras are fluffy yellow creatures, but their beaks hurt Tomba if he approaches them incorrectly. Kujaras play a crucial part in a number of events in the Kujara Ranch.



Kujara Rancher

The Kujara Ranchers tell Tomba about the Kujara Ranch and work the equipment in that area. One of them raises a ladder in the Kujara Shed, but he needs a special gear.



Kujara Washing Shed Operator

The Kujara Washing Shed Operator controls the washing mini-game in the Kujara Shed. Tomba must finish all 10 levels of the mini-game to earn the Golden Moon.



Lost Diary Researcher

The Lost Diary Researcher sends Tomba to find his Traveler's Diary in the Ranch Area. When Tomba finds it, he gives Tomba the Green Key.



Miner

There are many Miners like this one in the Coal-Mining Town. Each of them has something interesting to say to Tomba.



Minitta Tunnel Operator

The Minitta Tunnel Operator raises the Minitta Tunnel in the Water Temple when Tomba collects three gears for him—the Star-shaped Cog, the Hexagon Gear, and the Triangle Gear. The Minitta Tunnel shrinks Tomba into Mini Tomba.



Mole

Mole has the biggest Hammer in the Coal-Mining Town. When Gran gets stuck behind a boulder, Mole gives Tomba his Hammer to free him.



Nishiki Bird

The Nishiki Birds help the mice by guarding their Mini Temple in the Water Temple. Tomba must find the correct Nishiki Birds for the mice.



Paon

The Paon is a large creature in the Circus Village who loves Paon Grass. Tomba lures him across the Circus Village to pull the lid off the well with his incredible strength.



Pham

Pham is the father of the three sisters in the Kujara Ranch. He helps Tomba reach the Ranch Summit and, later, the Donglin Forest. In return,

he asks Tomba to find his missing Kujaras when they escape from his machine.



Pig Suit Child

The Pig Suit Child wants to see the circus acts more than anything else in the Circus Village. Tomba restores a performer's confidence and makes the Pig Suit Child's wishes come true.



Pig Tribe Elder

The Pig Tribe Elder shows Tomba how to get to the Water Temple from the Circus Village. He also tells Tomba about the Evil Pigs.



Rare Collector

The Rare Collector in the Ranch Summit asks Tomba to find rare life forms for his collection. He already has one rare life form, but the Rare Crab, Rare Fish, Rare Shrimp and Rare Squid will complete his collection.



Rioma

Rioma is one of Pham's three daughters in the Kujara Ranch. Tomba first meets her next to the Chimney Shed.



Rock Crab

The Rock Crab provides balance for the machine in the Treasure House. Tomba must carefully travel to the Rock Crab, then even more carefully carry him across the seesaws in The Deep Forest.



Santa Claus

Even Santa Claus shows up in the Ranch Area. He needs Tomba to find his Big Sack so he can deliver toys to all the children of the world.



Tabby

Tabby doesn't appear until the end of the game. Tomba spends the entire game on her trail and eventually tracks her to the Final Evil Pig's lair.



Tiny Mouse

The Tiny Mouse in the Town of the Fishermen asks Tomba to collect Berry Nuts for him and his brethren. Tomba must use the Minitta Tunnel to become Mini Tomba and enter his house for the first time, but the Tiny Mouse

gives Tomba the Minitta Mushroom after collecting Berry Nuts once. If Tomba collects 200 Berry Nuts in one minute, the Tiny Mouse gives him the Golden Star.



Trolley Keep

The Trolley Keep lets Tomba ride the trolley in the Trolley Stop as long as he has the Trolley Ticket. If Tomba completes both races, the Trolley Keep gives him the Golden Sun.



Water Tank Mermaid

Tomba helps the Water Tank Mermaid out of her prison in the Water Temple by putting the Crystal Panel on the Water Tank. The Mermaid first returns the favor by changing the Pig Suit into the Swimming Pig Suit and later by waking the Big Fish with her Mermaid's Harp.



Water Temple Rafter

Tomba clears the water of obstacles so the Water Temple Rafter can use his raft. In return, he gives Tomba a Red Treasure Chest that contains the White Key.



Win

Win is the inventor in the Waterfall of the Heavens. He creates many inventions, including a shortcut to the Large Mine Underground for which he needs Tomba's help.



Zippo

Zippo lives in the Coal-Mining Town near Tabby and comes to Tomba for help when Tabby disappears. Zippo pops out of Tomba's hair whenever he can help in the adventure.

Enemies



Banshee

The Banshee's main advantage is its height. Tomba must jump high enough to pick up a Banshee on the first try. Otherwise, he loses at least one Vitality point when he touches the Banshee's head.



Big Freeze Pig

The Big Freeze Pigs guard the entrance to the Lift Shed. Tomba must hit them with the Fire Hammer to shrink them down to normal size, then toss them like other pigs.



Capper

Cappers guard the tops of pipes in the Pipe Area. Only the Ice Boomerang can freeze Cappers long enough to take them off the pipes.



Crystal Crab

Crystal Crabs have strong shells that protect their bodies in the Water Temple. Tomba must jump on them twice to eliminate them. The Crystal Crab's claw is especially precious to the Crystal Artisan.



Doka Pin Monster

A Doka Pin Monster fires pins when Tomba gets close to one in the Water Temple. If Tomba hits a Doka Pin Monster with the Grapple, the creature turns into a stone slab that Tomba can use to reach higher places.



Evil Seagull

Evil Seagulls are quite an annoyance in the Town of the Fishermen. They are difficult to catch because they fly out of Tomba's reach, but the seesaws help Tomba reach the best height to jump on them.

Fire Sea Anemone



Fire Sea Anemones fire hot steam toward Tomba if he gets close enough to them in the Pipe Area. Tomba can eliminate one of these with a toss of another enemy into its mouth.



Flame Pig

Flame Pigs fly around the Pipe Area and shoot flames with their weapons. They spin as they shoot, so Tomba must pass underneath them at just the right time.



Ghost

Ghosts unlock the entrance to the Laughing Crying Forest. Tomba must jump on three Ghosts to make the spirit face disappear in The Forest Entrance.



Ghost Pig

Ghost Pigs turn Tomba invisible if they touch him with their yellow gloves. They wander the Donglin Forest hidden in glowing lights until Tomba gets close enough for them to materialize.



Guard

This Guard has spikes on his tongue. Tomba must smash its tongue with a Hammer three times to get rid of this Guard in the Donglin Forest.



Hedgehog

Hedgehogs pop out of the snow in the Ranch Area and roll toward Tomba with their spikes exposed. Tomba should disable a Hedgehog with a weapon, then pick up the upside-down Hedgehog and toss it far away.



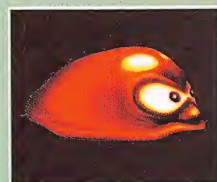
Ice Pig

Ice Pigs hide in snowballs and roll along the ground at Tomba in the Ranch Area. Just like other pigs in the game, Tomba can eliminate them with a strong weapon or a toss.



Kokka Bird

Kokka Birds fiercely guard their territory and nests in the Ranch Area. Tomba must wait until a Kokka Bird flies low enough, then jump on it or hit it with a weapon.



Mover Capper

Mobile versions of the Cappers, Mover Cappers roam the pipes in the Pipe Area. Tomba can eliminate them the same way he does Cappers with a throw of the Ice Boomerang and a toss off the pipes.



Snow Sea Anemone

Snow Sea Anemones are the wintry cousins of the Fire Sea Anemones. They live in the Ranch Area. Tomba should throw an enemy or a snowball into their mouths to disable them.



Toradako

Toradakos are especially nasty creatures in the Ranch Summit. They spit an oily smear that sticks to Tomba and causes damage, even more if Tomba catches on fire. Toradakos are relentless, so Tomba should get rid of them as soon as they appear.



Water Pig

Water Pigs swim in the Water Temple and act like obstacles to Tomba's progress. There are only a few of these pigs in the Water Temple, so Tomba doesn't have to contend with them too much.



Winged Pig

The Winged Pigs wander the Town of the Fishermen. Tomba can usually dispatch Winged Pigs with a quick toss through the

air or a well-placed weapon. Their prongs hurt Tomba if he touches them.



The Starting Beach

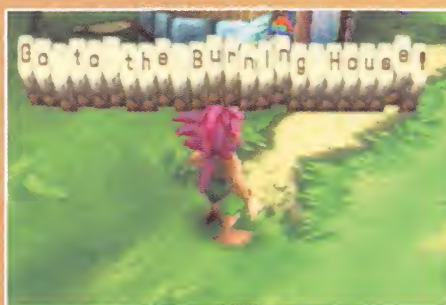


The Starting Beach is where you learn to control Tomba and use the game interface. There are still some tricky events, but you spend most of your time with basic movements and Tomba's first inventory items. After you fully explore The Starting Beach, Tomba can stay aloft longer with the Bird Clothes and open Red Treasure Chests with the Red Key. Take your time with jumps and other movements in the Waterfall of the Heavens section since Tomba's Vitality is at its lowest level. Many of this area's inhabitants provide clues to puzzles and game controls, so talk at least once to everyone you encounter.





Zippo tells Tomba about the burning house.



The first event begins with Zippo's message. An event begins or ends whenever letters like this appear.



Zippo gives Tomba the Adventure Journal. This item acts as your interface to use items and check the status of events, among other things.



Tomba begins his adventure near this signpost. Signposts are your save points throughout *Tomba! 2 The Evil Swine Return*. Although the game has just begun, save your progress at the signpost to establish a save game file.



Enter the hut next to the signpost. Talk to each Fisherman. They offer advice about the Adventure Journal and basic movements.



Look inside the Magic Flower. It could sure use some watering, but you must find a way to carry water.



Jump on the Winged Pig on the seesaw. The pig's in your way, so get rid of it with a good toss.





When you throw the Winged Pig or use your blackjack in an upward direction, you can hit the second seesaw. A Red Apple falls out when the barrel on the end of the seesaw flips over.



Flip the barrel that was underneath the first Winged Pig. Use the Blackjack or throw the second Winged Pig at the barrel. It drops a Yellow Gem. Unfortunately, the barrel now blocks your way to the Red Gem.



Move toward the back of the seesaw to lift its end above the Yellow Gem. Jump over the egg in the middle of the seesaw.



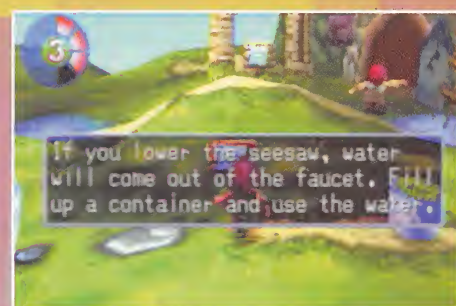
Walk over the Yellow Gem to pick it up. Its value in AP (Adventure Points) appears above Tomba's head.



Jump on the seesaw again. Its faucet is broken. You can't get water from that faucet, but now you've got an idea of how to get water. You can get it from one of the operating faucets.



Wait for the annoying seagull to approach Tomba, then jump on its back to get rid of it.



Read the sign for directions on how to obtain water.





Notice the meter that fills as you eliminate enemies. It's the Magic meter. Although you can't use any Magic yet, check this meter's level when you earn Magic abilities.



Jump on the second seesaw to force water out of the faucet. Now you need some way to catch the water.



The third seesaw also operates a faucet. You can't move to the other side of the seesaw because it has a counterweight.



Flip the barrel on the second seesaw to get a Red Gem. It's worth 200 AP.



The Blue Apple on the end of this seesaw restores two Vitality points. Red Apples only restore one Vitality point.



Flip all of the seesaw barrels so their red halves are on top. This action has no effect now, but it makes it easy to begin a tricky event later on.





Read the second sign. You need the Bucket to put out the fire.



Jump on the egg in the center of the seesaw or hit it with a weapon. It rolls into a barrel and begins the Chick from an Egg event.



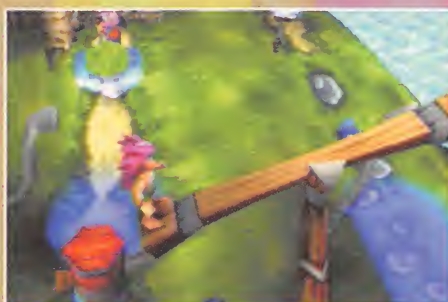
Flip the barrel that contains the egg. A Red Chick pops out. You could also find a White Chick or a Blue Chick. The color is randomly chosen for each game.



Jump on the Red Chick to pick it up and begin the Where is the Bird's Nest.



Climb the tree in the corner to deliver the Red Chick to the Bird's Nest.



On the second seesaw, jump on the egg to roll it into a barrel. Flip the barrel to hatch another Red Chick. Jump on the second Red Chick to collect it.



When you collect the second Red Chick, you complete the Chick from an Egg event. An AP value accompanies every completion message. Some events also have an AP value when you trigger them.



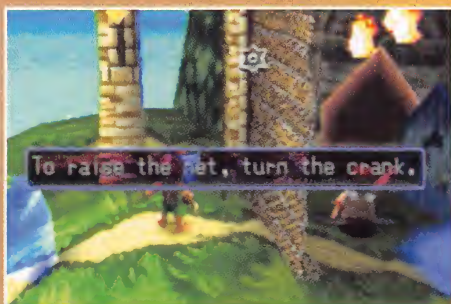
Take the second Red Chick to the Bird's Nest. An Evil Seagull attends to both Red Chicks.



Jump off the end of the first seesaw to grab the Rare Fish.



Jump to the Red Treasure Chest above the third seesaw. Unfortunately, you can't unlock any Treasure Chests at this time.



Because the drying net has already been raised, you don't need to turn the crank.

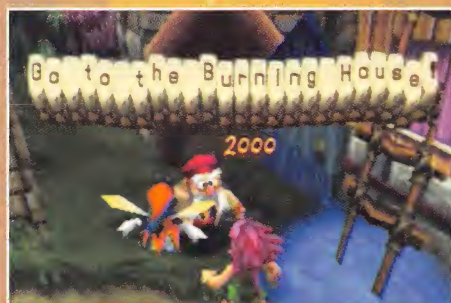


Jump onto the drying net to get the Star-shaped Cog.



Swing on the crank to raise the drying net even higher and learn how to use cranks.

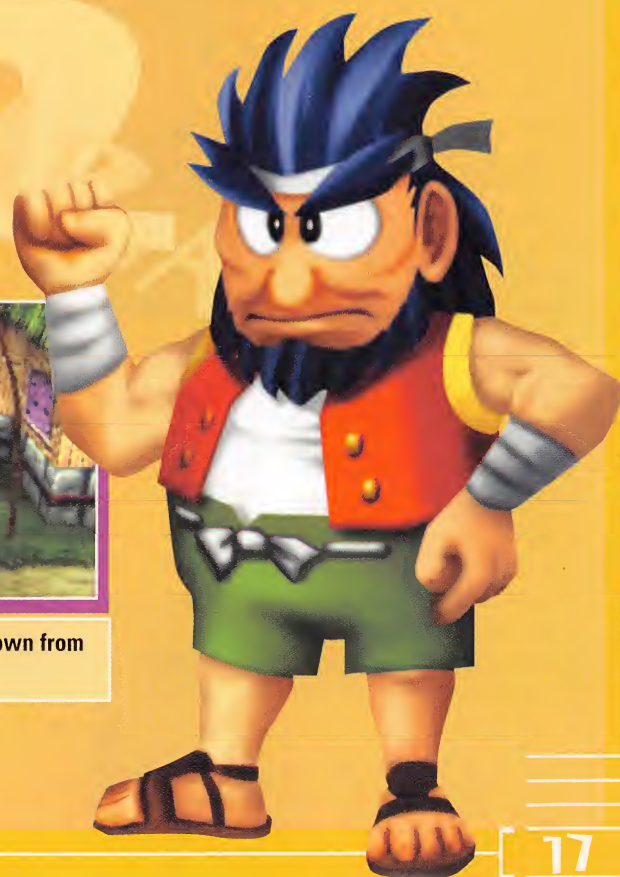
EVIL TO DO SWINE



Climb over the drying net and talk to Kainen on the other side. You have now completed the Go to the Burning House event. Kainen asks you to put out the fire to save the Golden Crab.

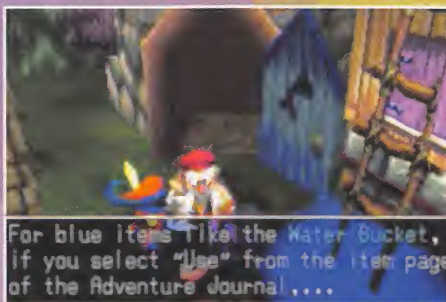


Jump on the Bucket to knock it down from the rope.

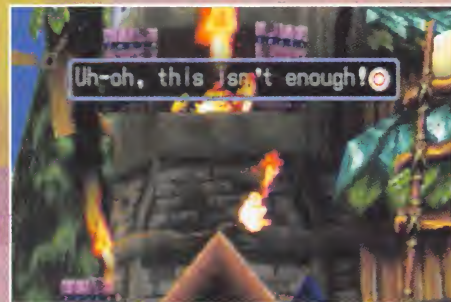




Jump on a working seesaw to turn on the faucet. Position Tomba underneath the faucet to catch a water droplet and turn the Bucket into a Water Bucket.



Talk to Kainen again. He explains how to "use" a blue item in your Adventure Journal. "Use" the Water Bucket to give it to Kainen.



Kainen needs even more water to put out the fire.



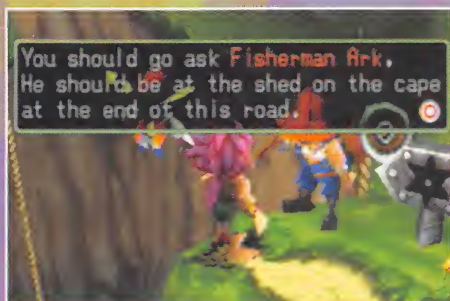
Give a second Water Bucket to Kainen. He tells you that you can reach the Coal-Mining Town from the Windmill Shed. Kainen also hands you the Golden Crab to give to Win when you reach the Windmill Shed.



After Kainen returns the Bucket, fill it once more. Use the Water Bucket on the Magic Flower to make it bloom and spit out Magic Wings.



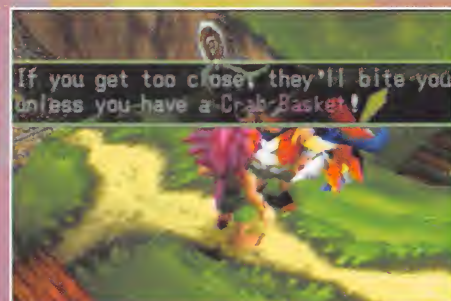
Follow the path from Kainen's house to the tiny door in the cliff. It's a mouse's door. Note its location. You can only enter it much later in the game, after you learn how to shrink Tomba.



Walk near the machinery. The Fisherman near the edge of the cliff sends you to Fisherman Ark to raise the net bridge. Fisherman Ark needs his Star-shaped Cog to operate the machinery.



Enter the House on the Point and talk to Fisherman Ark. Tomba automatically gives the Star-shaped Cog to Fisherman Ark, who puts the Cog into the machinery and raises the bridge.



Fisherman Ark warns you about the Golden Crabs. You can catch them with the Crab Basket, but you need to get that from a Winged Pig on the other side of the bridge.



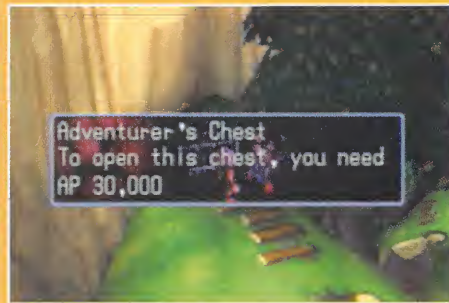
On the bridge, jump on the yellow fish that are flapping around to get two Small Fish. Also pick up the Boomerang.



Jump on the Winged Pig with the Crab Basket. The Crab Basket flies out of its hands and lands on a seesaw barrel.



Read the signpost to learn that you're now in the Waterfall of the Heavens section.



Climb the hill to get to the Adventurer's Chest. You can open it because you have more than 30,000 AP. When the Adventurer's Chest opens, a Pig Nose Panel pops out.



The door with the fish on it can't be opened. Wait until later in the game.



Jump onto the barrels. Notice that some of the barrels have the blue half on top instead of the red half.



Flip the barrels so that they all have either their red or blue halves on top. Zippo flies away and sees water drain from the bridge. More Small Fish and a Gold Fishhook are left behind.



Now the seesaws in the Town of the Fishermen and on this wall move up and down on their own. Jump from the first seesaw to the second one to collect the Crab Basket.



Run around the corner from the seesaw wall and fall between the water plants to get the Spoon.



Drop onto the bridge. Pick up the Gold Fishhook and two Small Fish.



Jump from the peg at the end of the bridge to the winch in the middle of the wire. Swing on the winch to reach the roof of the nearby structure.



Climb the rope ladder on the roof and jump on the Golden Crab to put it into the Crab Basket. You also find some Gems.



Drop from the roof to the room underneath. Go through it to another bridge section.



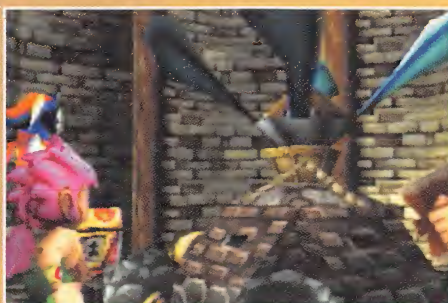
Jump onto the moving platform in the middle of the bridge. You can reach the ledge near the Windmill Shed with a well-timed jump and the moving platform as close as possible to the ledge.



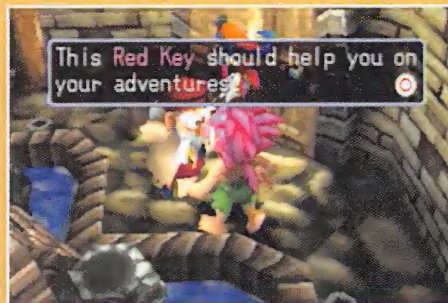
Enter the Windmill Shed and talk to Win. Unfortunately, you're still missing a Golden Crab.



When you leave the Windmill Shed, follow the arrow to the left. There is another Golden Crab on a ledge below.



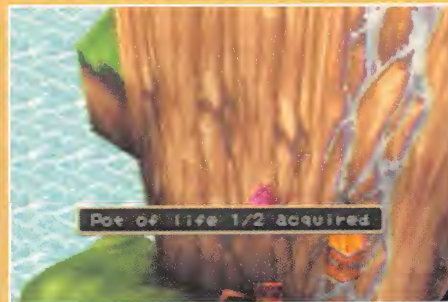
Drop to the Green Treasure Chest. Hop to the ledge so that you land directly on the Golden Crab. Otherwise, you may fall off. Some events end as you pick up the Golden Crab, and you realize that there are no more Golden Crabs. Jump onto the Green Treasure Chest, then up to the Windmill Shed. Talk to Win, and you throw the final Golden Crab into the water. Win can now start his invention, which builds a shortcut to the Pipe Area in the Large Mine Underground.



Win tells you that he's off to tell Fisherman Ark about his invention. Kainen walks in after Win's departure and gives you the Red Key as thanks for extinguishing the fire in his house. The Red Key only opens Red Treasure Chests.



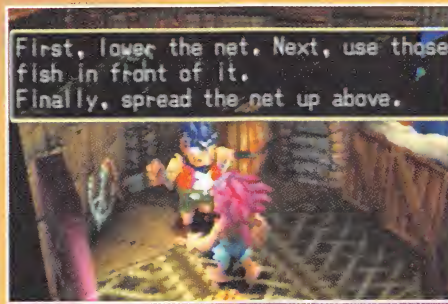
Jump on the Red Treasure Chest under the stairs. You don't need to "use" the Red Key to open the chest because keys are pink inventory items. You use pink items automatically. The Fast Pants inside the Red Treasure Chest help you move faster and jump higher.



Open all of the Red Treasure Chests you've seen so far. The one near the wall of moving seesaws yields a 1/2-Pot of life. A full Pot of life increases your Vitality by one point. Another 1/2-Pot of life is inside the Red Treasure Chest on top of the hut next to Kainen's house. Yet another 1/2-Pot of life is inside the Red Treasure Chest above the third seesaw.



When you go back into the Town of the Fishermen, you notice Small Fish in the pond. Jump on them to collect them.



Talk to Fisherman Ark in the House on the Point to learn how to make Dried Fish.



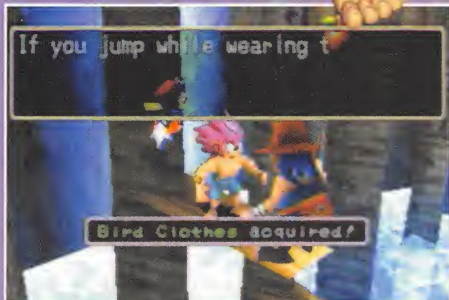
Notice the four hooks on the drying net. Lower the drying net, then use four Small Fish on it. Turn the crank counterclockwise to lift the drying net. Now the Small Fish can dry in the sun.



Go to the Waterfall of the Heavens. Save the game at the signpost. Load the game you just saved, then return to the drying net to collect the Dried Fish. Repeat the drying process with more Small Fish if you really want to be prepared.



Jump back on the roof where you found the second Golden Crab. Jump on the float on the end of the fishing line.



A Fisherman lures you in on the line with the float. As thanks for freeing the float, he gives you the Bird Clothes. When he tells you about the Gold Fishhook, you automatically turn it over to him. The Fisherman's next reward is the Mermaid Scale, which prevents you from losing any Vitality when you fall in the water.



Jump to the roof where you found the float and the Golden Crab. With the Bird Clothes, you can now reach the winch in the middle of the wire. Swing clockwise to reach the roof of the Windmill Shed.



When Tomba stands on the roof of the Windmill Shed, Zippo notices a hole in the waterfall. Perhaps you can return to this section through that hole.



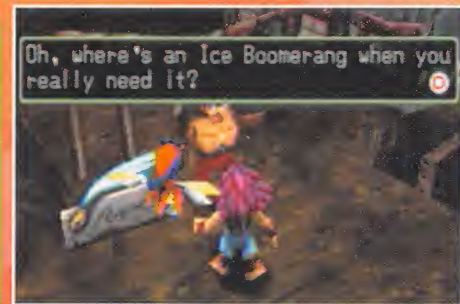
Climb the stairs in the Windmill Shed. Go through the door to a passageway that leads to the Large Mine Underground.



The Starting Beach developed your skills, but Large Mine Underground tests them with a variety of dangerous situations. The enemies are tougher, the puzzles take longer, and most of the Pipe Area takes place over burning lava. All of the folks in the Coal-Mining Town have something important to say, so talk to everyone. Gems and puzzle items are scattered throughout the Pipe Area, but most require precision movements to collect. Finally, the Trolley Entrance leads to the Trolley Stop, a place where you start a challenging mini-game. In this game, you must race a trolley car along a twisting mine track before the cement you're carrying hardens. You could ignore some of the events in Large Mine Underground, but their rewards are worth your efforts.



Talk to the Miner next to the signpost. He explains that you must remove the Cappers before you can enter the Coal-Mining Town.



The Miner gives you a hint with this message. The Ice Boomerang freezes the Cappers in this section.



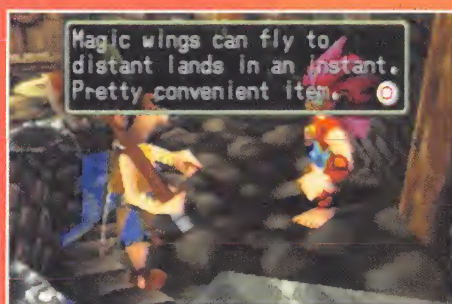
Hop on the chain to lift the flaming Red Treasure Chest out of the pit. You can't open this until you find the Ice Boomerang. A Capper blocks the pipe to the left.



Enter this door between the pits.



Talk to the Traveler in the room behind the door. He's thirsty.



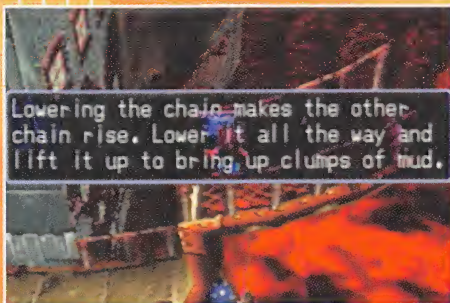
Although you just got here, return to the Town of the Fishermen to fill the Bucket with water. In the Windmill Shed, Win explains the importance of Magic Wings if you talk to him.



Use the Water Bucket on the thirsty Traveler. He tells you about the legendary Tower of Courage. He hopes to find it and take all of its treasures.

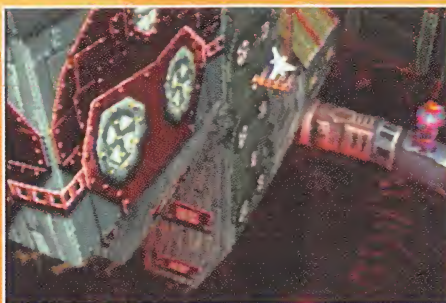


Try to enter the door next to the Mover Capper. Unfortunately, it doesn't open because of some mechanism. That switch next to the door has something to do with it.

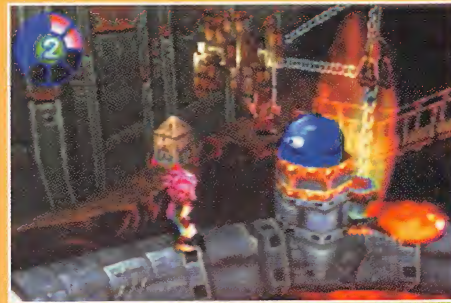


Lowering the chain makes the other chain rise. Lower it all the way and lift it up to bring up clumps of mud.

Climb the ledge on the right and read the sign. Now you know how to get clumps of mud from the lava.



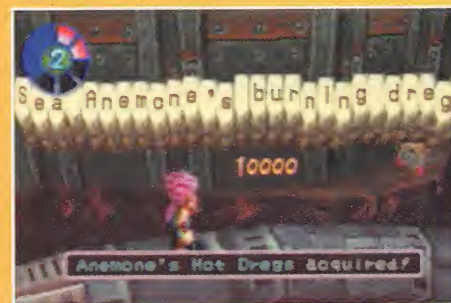
Jump on the chain next to the sign. You see the Ice Boomerang rise on a tray across the room.



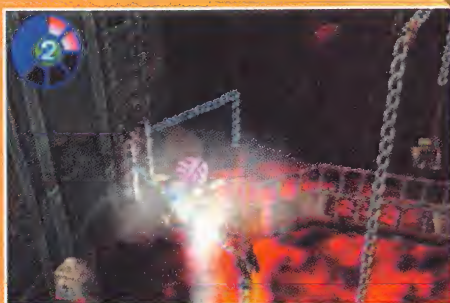
Move along the pipes to collect the Ice Boomerang. Don't stand on the tray too long, or you'll ride it into the lava. Jump over the Fire Sea Anemone and throw the Ice Boomerang at the Capper to freeze it.



Jump on the Capper. When you try to toss the Capper, you fly in the air as the steam comes out of the pipe. Throw the frozen Capper at the Fire Sea Anemone. It swallows the Capper, shrinks, and starts to burn.



Throw the Ice Boomerang at the Fire Sea Anemone. It turns into Anemone's Hot Dregs. Pick up this item. It later acts as a magic spell ingredient.



If you jump on the steam from the pipe, you can reach Gems and other objects.



Go back along the pipe. Throw the Ice Boomerang at this fire to put it out. The Ice Boomerang should be your primary weapon. It both puts out fires and damages enemies.





Go back to the beginning of the section to freeze and remove the first Capper.



Extinguish the fire on this Red Treasure Chest. Then open it to obtain two Magic Wings.



Remove this third Capper.



Cool off this fourth Capper.



Ride the steam to reach the Red Treasure Chest on the tray. It contains two servings of Chick Food.



Return to the Bird's Nest in the Town of the Fishermen. You needn't use Magic Wings to get there. It takes less than a minute to go back through The Starting Beach now that you have both Bird Clothes and Fast Pants. You automatically feed the Red Chicks, and they grow into Nishiki Birds.



Remove both of these Cappers. Jump on the Flame Pig to make this step easier.



Climb down the nearby chain to get the Bananas.





Jump on the next chain to lower the bridge.



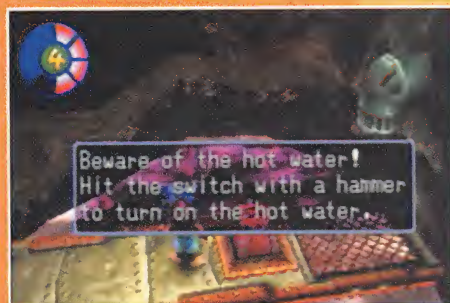
You also raise a tray from the lava. It has a Mudball Surprise on it. Collect the Mudball Surprise, but don't stay on the tray or you'll raise the bridge and die in the lava.



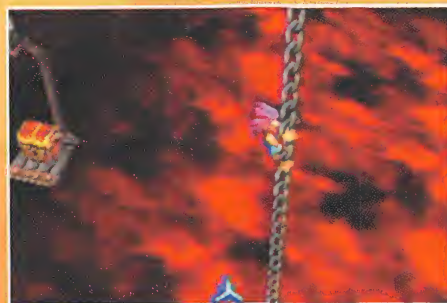
Walk across the bridge to the hot springs. There's another Magic Flower here. Fill the Bucket with water in the Town of the Fishermen, then water the Magic Flower to get more Magic Wings.



EVIL TO THE SWINE



Read the sign next to the Magic Flower. You don't have the Hammer, so you can't turn on the hot water.



Jump on the chain that raised the Ice Boomerang tray. Then climb down the chain. You see a Red Treasure Chest on a nearby tray. Jump directly onto the Red Treasure Chest to get the Power Coal, but jump off quickly to avoid the lava.



Jump off the chain to the left. There's another mouse's door on the pipe near the Fire Sea Anemone.



Drop to the long lower pipe. Walk toward the end where you put out the fire earlier. Jump on the chain, then immediately jump onto the lowest pipe. Remove the nearby Capper.



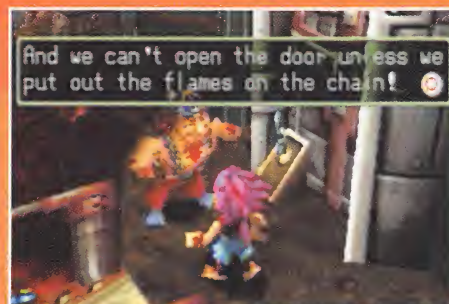
Move along the pipe to this final Capper. When you remove it, a section of the pipe above burns away from the hot steam.



Follow the catwalk above the pipes to this corner of the room.



Jump on the blue chain to remove one of the locks from the door.



Talk to Gran. He tells you what you need to do next.



Drop through the missing pipe section and jump onto the long chain near the end of the pipe.



Climb the chain until you're near the fire on the blue chain. Throw the Ice Boomerang to put out the fire.



Jump on the blue chain to remove the other lock from the door.



Jump left from the blue chain to reach the Adventurer's Chest. You need 100,000 AP to open it and receive another Pig Nose Panel, but you're well past that.



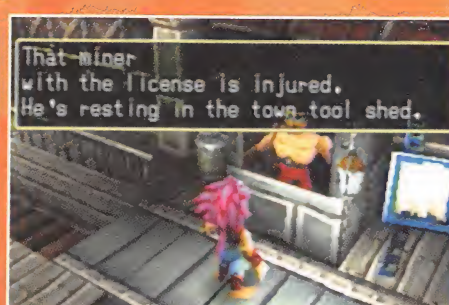
Drop to the Laughing Door. You can't open it yet.



Drop to the signpost. You've now reached the Trolley Entrance. Enter the doorway to explore the Trolley Stop.



Talk to the man with the Hammer. His name is Mole, and he tells you that you need a Trolley Ticket to ride the trolley. He also proudly mentions that his Hammer is the best in Coal-Mining Town.



Talk to the Trolley Keep. He explains where you can find the man with the Trolley Ticket.

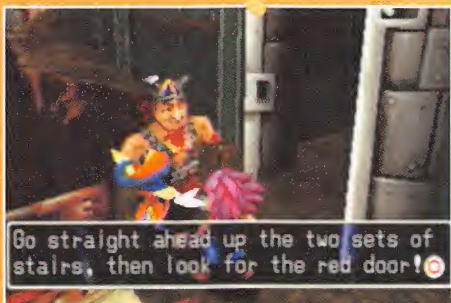
TOWN



Large Mine Underground



Return to the Pipe Area. Ride the steam at the place where you removed the first Capper to reach another Mudball Surprise on a tray.

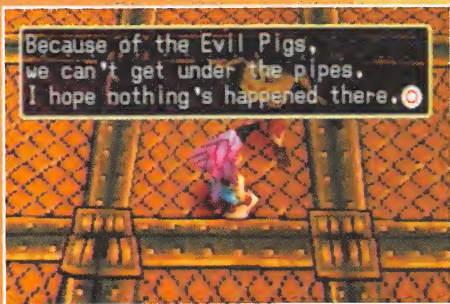


Go straight ahead up the two sets of stairs, then look for the red door!

Go toward the Coal-Mining Town door. You automatically talk to Gran, and Zippo pops out from your hair to say hello. Gran then explains how to get to Tabby's house.



Enter the door to reach the Coal-Mining Town. This is a free-roaming section, so you can move at will in any direction. The map in the lower-right corner helps you determine your location.



Because of the Evil Pigs, we can't get under the pipes. I hope nothing's happened there.

Talk to all of the Miners on this level to gather important information. In particular, you learn that the seagulls in the Town of the Fishermen get their colors when they're chicks.



Enter the building with the four doors across from this Miner. It's known in the Coal-Mining Town as the Large Shed.



Use to speak

Talk to the Miner with the cast. He whines about his injury.



Use to speak

Talk to the Miner with the gloves. He tells you that there are Bombs in a storage room near the pipes and that you need a Hammer to get in.



I guess I can't do it without that Clay Spatula.

Talk to the Potter. He needs his Clay Spatula. He gave the last pot he made to the Miner across the street.



Go to the house across the street. The Miner there tells you not to touch the pot as he goes off to work.



Examine the pot twice. It falls off the shelf and breaks on the floor. The Miner hears the crash, comes back into the house, and asks you to pick up the pieces. You automatically pick up the Clay Spatula that was inside the pot.



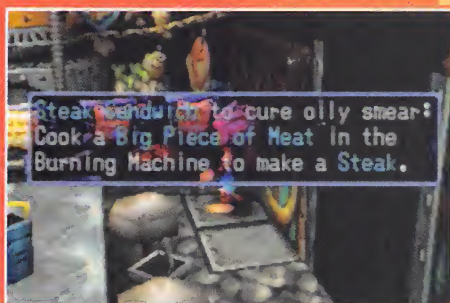
Enter the Large Shed through the door closest to the Potter. Talk to the Potter, and you automatically give him the Clay Spatula. The Potter tells you that he can make another pot, but he needs Clay. He also remarks that he sometimes obtains Clay by washing mud from the Pipe Area in the Underground Machine Room's Washing Machine.



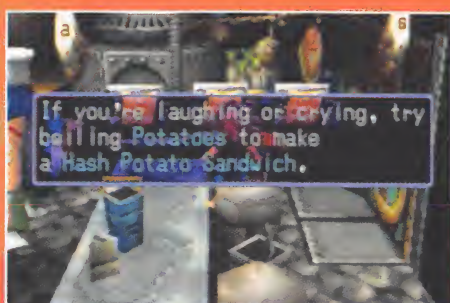
There's still one more house on this level. Inside, there's an Injured Mother. She wants you to find her son. She sent him out for medicine, and he never returned.



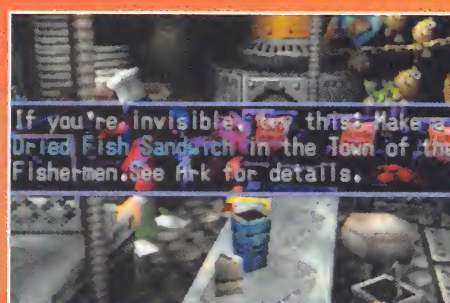
Climb the stairs to the second level of the Coal-Mining Town. Talk to the Miner at the top of the stairs, and he tells you how to get to Tabby's house.



Enter the building to the left of this Miner. It's a Cafeteria. Read the first sign to learn how to make a Steak Sandwich.

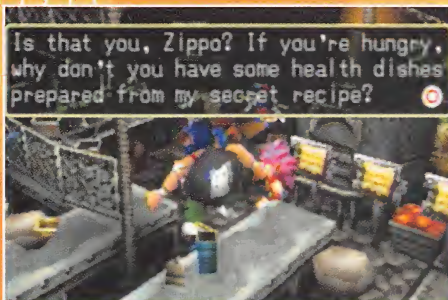


Read the second sign to learn how to make a cure for laughing and crying fits.



Read the third sign to discover the healing properties of a Dry Fish Sandwich. You already have Dried Fish, so you don't need to see Fisherman Ark for the details.

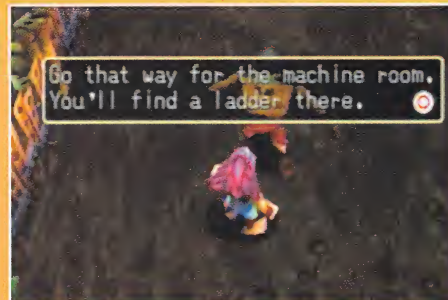
EVIL SWINE



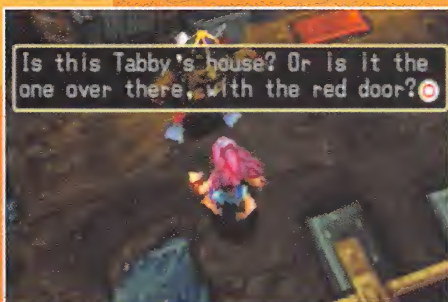
Pick up each Big Piece of Meat, then talk to the Chef. He offers to make food for you if you can fix the stove and bring him the ingredients.



Explore the other side of the level. A house near the conveyor belts contains a Green Treasure Chest.



Climb the stairs near the Cafeteria to the third level of the Coal-Mining Town. Talk to the Miner there to find the way to the Underground Machine Room.



Talk to Gran in front of his house. He tells you to go across the street to get to Tabby's house.



If you go near the hole next to the sign, you almost fall in. You can't reach the Underground Machine Room until you fill in the hole.



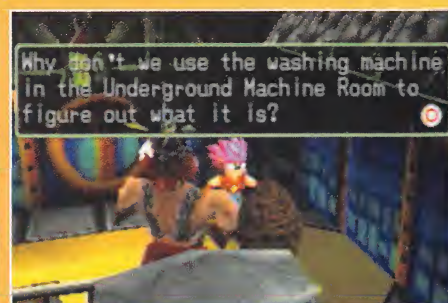
Go to the conveyor belt in the corner to watch sand fall onto a platform.



Talk to the Miner near the conveyor belt. He tells you to give your Power Coal to the miner on the other side of the belt.



Don't go into Tabby's house yet. Instead, enter Gran's house across the street, then climb the stairs to the second floor. A Red Treasure Chest there contains a Dark Blue Gem. The door on the second floor leads outside to the conveyor belt system.

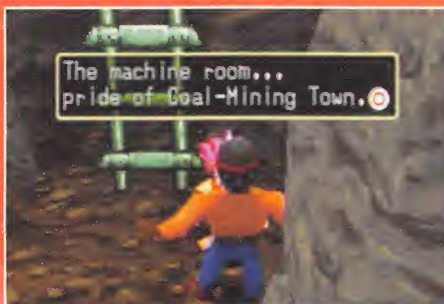


Enter Tabby's house. You automatically run upstairs, where a huge dirtball on the second floor is moving up and down. There's something or someone inside. Gran comes upstairs and offers to carry the dirtball to the Underground Machine Room. However, he'll only do that once you fill in the hole next to the ladder.

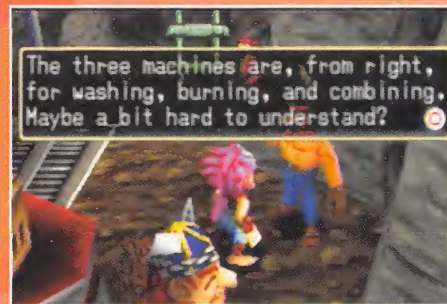




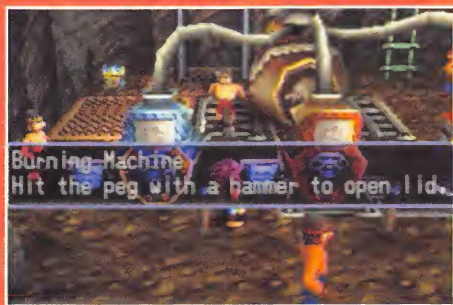
Grab the wheelbarrow and push it underneath the falling sand to fill it. Then take it to the hole to dump the sand. Unload the wheelbarrow three times to fill the hole.



Talk to Gran in Tabby's house again. He takes the dirtball to the Underground Machine Room. Descend down the ladder next to the hole you filled to get there.



Talk to the Miner near Gran. He tells you about the three machines in the Underground Machine Room.



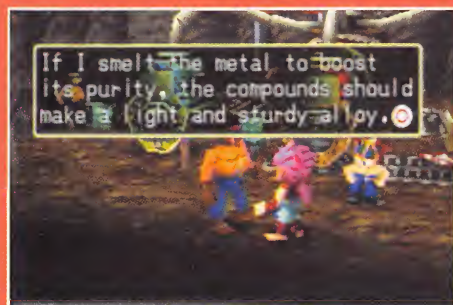
Read the signs in front of the three machines. You need the Hammer to hit the pegs in front of the Combining Machine and the Burning Machine.



Talk to Gran. He puts the dirtball into the Washing Machine. Your monkey friend Charles was inside the dirtball.



Mole runs into the room. He's looking for his Hammer, which he last had when he was working on the trolley. Charles runs off to find the Hammer.



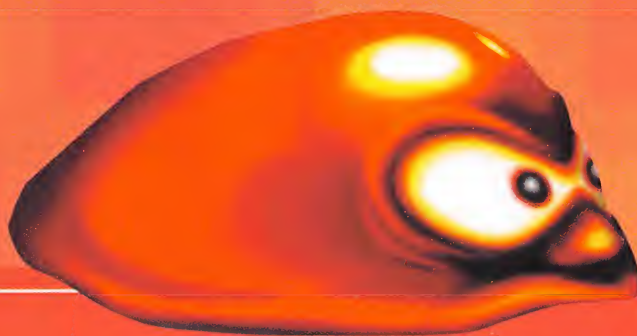
Talk to the Miner near the Burning Machine. He explains how to make an alloy from impure metals. Unfortunately, there's not even enough Power Coal to make a Steak Sandwich.

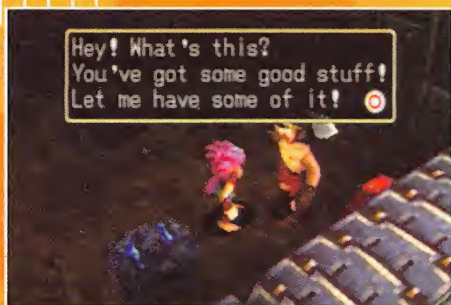


Use one Mudball Surprise on the Washing Machine. The washed Mudball Surprise becomes Low-Purity Lightomite. Use the second Mudball Surprise on the Washing Machine to obtain Low-Purity Hardonium.



You now need to boost the fuel supply in the Coal-Mining Town. Return to the second floor of Gran's house, exit the door to get on the conveyor belt, and ride the belts until you reach the Miner in the very corner of the level.

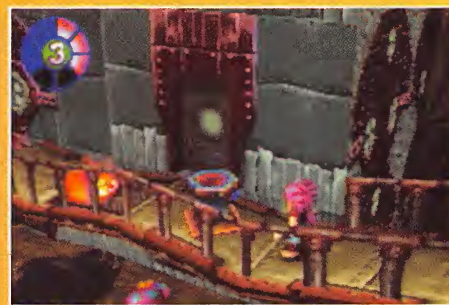




Talk to the Miner. He notices your Power Coal. You automatically give it to him, and he puts it on the conveyor belt. A rumbling from below indicates that the Power Coal has done its job.



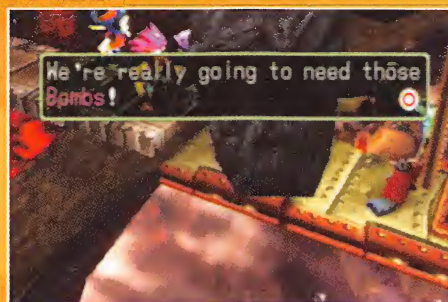
Return to the Trolley Stop and pick up the Hammer near the Trolley Keep. Charles enters and tells you that Gran saw Tabby. Then Mole enters to enlist your help in freeing Gran, who has been trapped in the Pipe Area by a huge boulder. Mole tells you to go find some Bombs to blow up the boulder.



Now that you have the Hammer, return to this spot in the Pipe Area. Pound the switch with the Hammer to blow off the door.



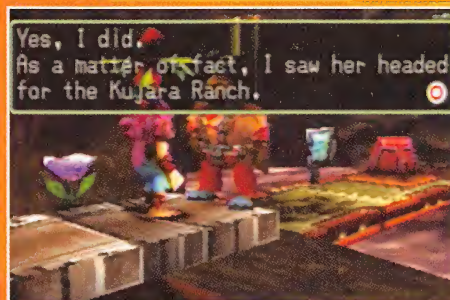
Enter the Powder Room. Pick up the Bombs.



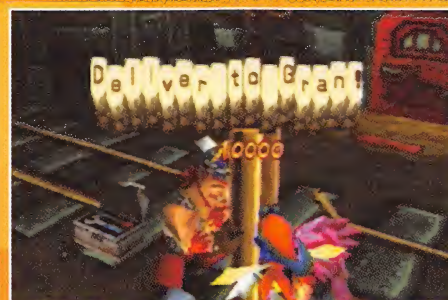
Pull the chains to lower the metal bridge again, then approach the boulder. You automatically set up the Bombs.



Hit the switch with the Hammer to set off the Bombs and remove the boulder.



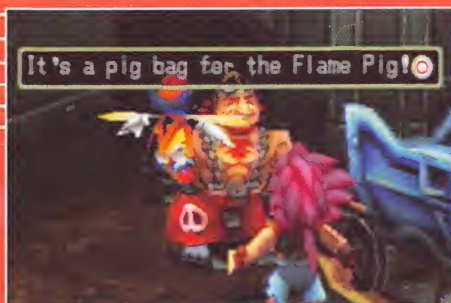
Gran automatically talks to you and tells you where he last saw Tabby. Gran also drops the Trolley Rail, which you automatically pick up.



Return to the Coal-Mining Town. Talk to Gran near his house. You automatically give Gran the Trolley Rail.



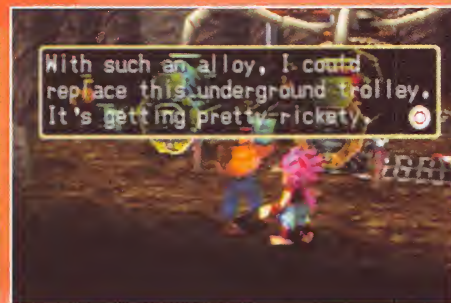
A frightened Miner runs out of the tunnel with a Black Evil Pig Bag. He explains how he and Tabby fought some pigs so they wouldn't steal the necklace you gave to her. A glowing light then comes out of the tunnel and grabs the Black Evil Pig Bag from the Miner.



Gran tells you about the Evil Pigs and gives you the red Flame Pig Bag. A Pig Bag can reveal the location of the Evil Pig that can be captured inside that particular Pig Bag.



If you examine the cart, it takes you to the wintry Kujara Ranch. However, there is still plenty to do in the Large Mine Underground, so return to the Coal-Mining Town on the cart before you freeze.



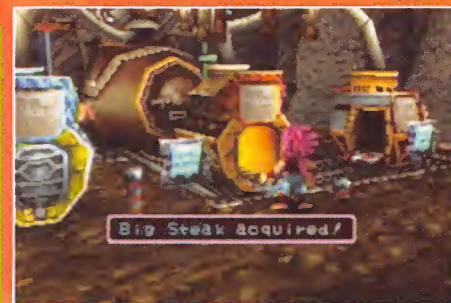
Descend to the Underground Machine Room. The Miner near the Burning Machine explains that a Light Alloy would help him fix the trolley.



Hit the peg in front of the Burning Machine to open its lid. Use the Low-Purity Lightomite on the Burning Machine to obtain Hi-Purity Lightomite. Do the same with the Low-Purity Hardonium to obtain Hi-Purity Hardonium. Use the Hi-Purity Lightomite and the Hi-Purity Hardonium in the Combining Machine to make a Light Alloy. The Miner automatically takes the Light Alloy from you.



Return to the Cafeteria and pick up each Big Piece of Meat. Use the Dried Fish on the Chef, and he makes a Dry Fish Sandwich. Use the remaining Dried Fish on the Chef to get three more Dry Fish Sandwiches.

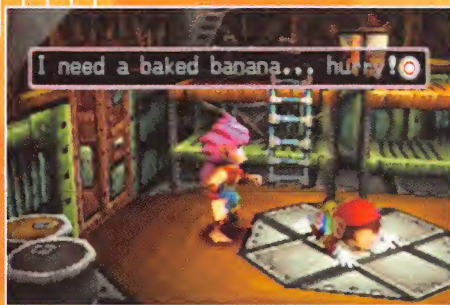


Use a Big Piece of Meat in the Burning Machine in the Underground Machine Room to make a Big Steak. Then use each Big Steak on the Chef to get a Steak Sandwich. Make a Steak Sandwich for each Big Steak you cook.



Talk to the injured Miner in the Large Shed again. He asks you to hoist cement for him at the Trolley Stop and gives you the Trolley Ticket. He also tells you to grab the Blessed Priest's Seeds of Strength along the tracks. He means the Clues that you later accumulate in the trolley mini-game.





Enter the house on the second level near the conveyor belts. Talk to Charles twice. He asks you to bring him a Baked Banana because he's so hungry.



Put the Banana on the Burning Machine to get a Baked Banana. Then enter the house once again. Talk to Charles, and you automatically give him the Baked Banana. Charles rewards you with a 1/2-Pot of life. Now you have six Vitality points.



Explore the Pipe Area again. Hit the switch next to the first Capper you removed to make the steam go even higher. This allows Tomba to reach more items.



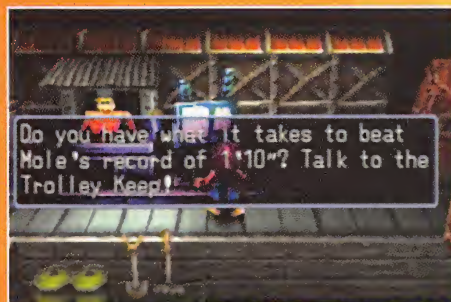
Jump on the chain that lowers the metal bridge. The tray on the other end of the chain holds something new. Pick up the Mudball.



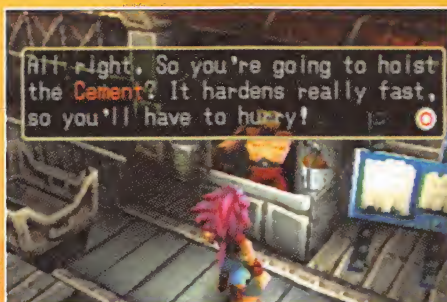
Use the Mudball on the Washing Machine to turn it into Clay. Then take the Clay to the Potter in the Large Shed. Talk to him to automatically give him the Clay. He makes a Master's Pot for you.



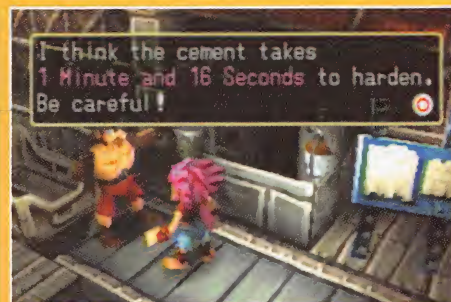
Talk to the Miner whose pot you broke. You automatically give him the Master's Pot. In return, he teaches you the Courage Song and gives you a 1/2-Spell of Courage.



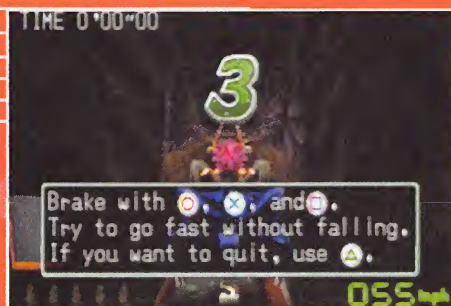
Read the sign in the Trolley Stop to see Mole's record for the trolley ride.



Talk to the Trolley Keep. You automatically show him the Trolley Ticket. Only then does the Trolley Keep bring up the trolley.



Talk to the Trolley Keep again to start the trolley mini-game. You must complete the ride in less than 1:16, or the cement will harden.



These instructions tell you how to brake while on the trolley. You must move as fast as possible, so only use the brakes if you're about to tip over.



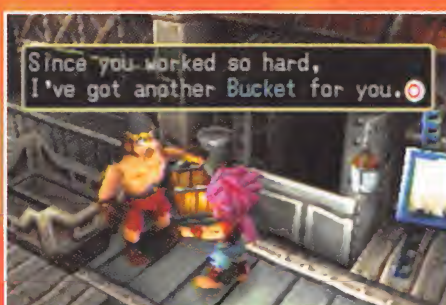
Collect the five Clues along the track by leaning the trolley at the right time or building up speed before you jump over the gaps in the track. You only keep the Clues you collect if you complete that race, regardless of the time it takes. Spend your first few races getting used to the track layout and collecting all of the Clues.



The last of the Clues is the toughest to obtain because you must lean the trolley all the way to the right. Make a run only to get the last of the Clues, then concentrate on beating the 1:16 time limit.



The race is very tough because there are so many places to lose control of the trolley or slow down. To beat 1:16, go about 105 MPH when you jump the first gap in the track. You should be at about 90 MPH when you jump the second gap.



When you finish the first race, the Trolley Keep rewards you with another Bucket. Then he challenges you to hoist cement that hardens even faster, but he gives you a faster trolley to help.



The second race doesn't seem as tough as the first one because you have a faster trolley. Use the exact same technique as you did before. The goals for jumping the gaps this time are 115 MPH and 100 MPH.



When you beat the second race, the Trolley Keep gives you the Golden Sun as a prize. He tells you that you can ride the trolley anytime, but it's not necessary to do so unless you haven't collected all the Clues.



Read the sign next to the Trolley Keep's booth. Your best and latest times are now posted.



There's still a lot to do in the Large Mine Underground, but you need special items or weapons to continue. Ride the rails to the Kujara Ranch for new challenges.



Kujara Ranch

The Evil Ice Pig has changed the Kujara Ranch into a frozen tundra. In Ranch Area, objects or enemies left on the ground quickly get covered in snow. You make a lot of discoveries and meet a number of people in Ranch Area. Your primary goal should be to find the Squirrel Clothes so you don't freeze in the cold and can stick to icy surfaces. In Ranch Summit, smash the ice blocks to both find objects and clear the way to new rooms and ledges. Watch out for the Toradakos in this section because they spit an oily smear that covers your body. The Kujara Shed section of the Kujara Ranch acts as the gateway to the Donglin Forest and houses the washing mini-game. In this game, you must throw dirty Kujaras into washing machines. This mini-game is easier than the trolley mini-game in the Large Mine Underground. You obtain the Green Key early in Ranch Area, so use it to open all of the Green Treasure Chests you've found so far in the game. Don't fret if you can't finish all of the events you trigger; many of them can't be completed until you capture the Evil Ice Pig later on.



You finally made it to the Kujara Ranch. It's a frozen area with snow and ice everywhere. This first section, Ranch Area, is small, but there are many dangers in the snow banks.



The Bird Clothes just aren't warm enough. If you stand in one place too long, you freeze into an ice block. Jump or use a weapon to break out of the block.



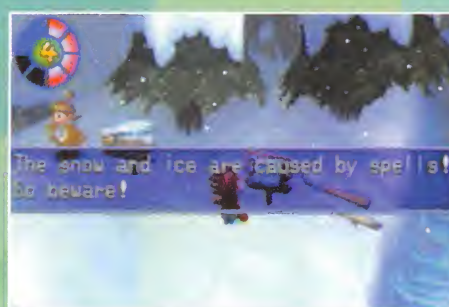
Save your game at the Ranch Area signpost so you don't have to travel back to the Coal-Mining Town to restart your travels.



Talk to Ima. She tells you that her Squirrel Clothes make her very warm. She also reveals that the Fire Hammer comes in handy in Ranch Area.



Smash the snowball to the right of Ima to reveal a Red Treasure Chest. It contains two Magic Wings.



If the snow and ice come from spells, the spells can be lifted to remove the wintry features.



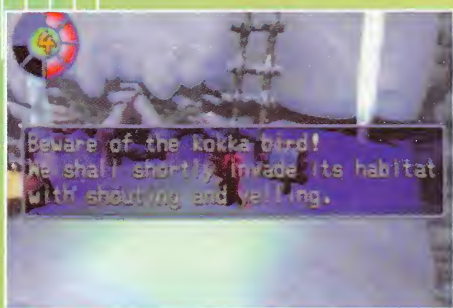
You can't climb this pole because it's made of solid ice. The best you can do is swing on it.



Smash the large snowball to reveal a trampoline. Then smash the snowball with eyes (it contains an Ice Pig) and the free-roaming Ice Pig to make your way along the ledge.



EVIL
SWINE



This sign warns you of the dangers ahead. Climb the ladder next to it.



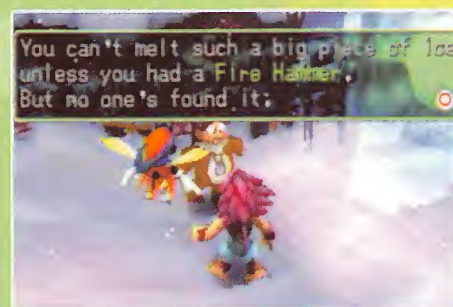
Talk to Rioma. She tells you that Santa Claus went into the chimney to the right.



Climb the ladder next to Rioma. Then smash the snowball to reveal wooden spikes. Watch out for these spikes as you jump on this ledge.



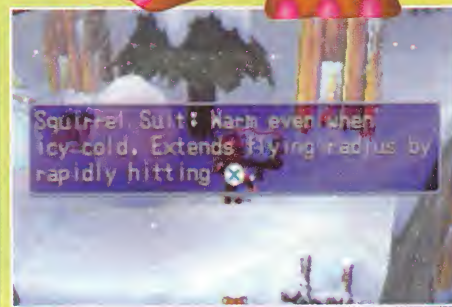
Walk close to the giant piece of ice to trigger this event.



Talk to Koma. She informs you that you're stuck unless you can find the Fire Hammer. She also reveals that the giant piece of ice contains a Big Freeze Pig.



Go left and jump the gap to reach another ledge.



Read the sign on the ledge to learn about the Squirrel Clothes.

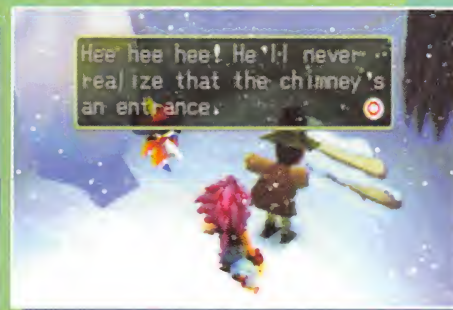


Swing to the Red Treasure Chest above the large snowball. It contains a Lunch Box, which may come in handy.





Talk to the shivering man in green (the Lost Diary Researcher). He sends you in search of his Traveler's Diary.



Talk to the Lost Diary Researcher again. He ignores you, but you overhear his comments about the chimney.



Smash the snowball to the left to discover a pile of Treasure Chests, one on top of another. The pile contains one Treasure Chest of each color. The Red Treasure Chest holds three Potatoes.



Walk around in the snow enough, and a Snow Firefly appears. Jump on a Snow Firefly to capture it.



Smash the giant snowball next to Rioma with the Hammer. Now you can see the chimney.



Jump down the chimney to enter the Chimney Shed. Sure enough, Santa Claus made it here before you. Rioma was right.



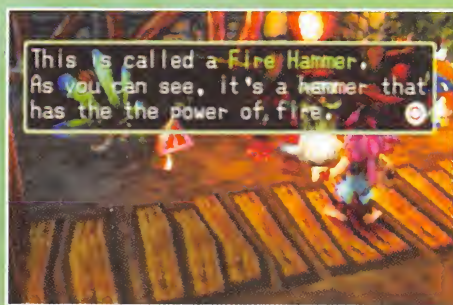
Talk to Santa Claus. He lost his Big Sack, and he wants you to find it.



Leave the Chimney Shed and go toward the Lost Diary Researcher. When the arrows appear, follow the yellow arrow.



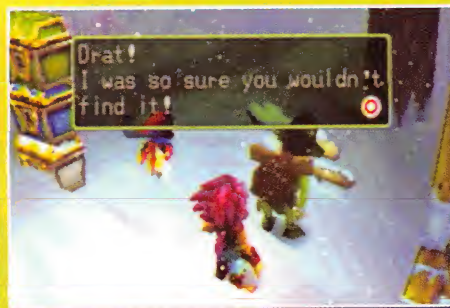
Smash the snowball in your way to reveal a Big Sack. It must be the Big Sack that Santa Claus mentioned. Jump on the Big Sack to pick it up.



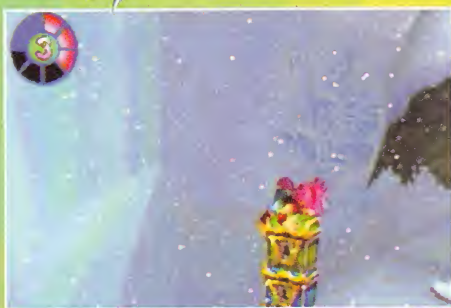
Return to the Chimney Shed and talk to Santa Claus. You automatically give Santa Claus the Big Sack. Santa Claus picks up the Fire Hammer to smash the ice on his sleigh, then he gives it to you.



Push the crate through the fence to reach the Red Treasure Chest. It contains the Traveler's Diary.



Leave the Chimney Shed and talk to the Lost Diary Researcher. You automatically give him the Traveler's Diary. He rewards you with the Green Key.



Now you can unlock Green Treasure Chests, so open the one in the pile of Treasure Chests. It contains the Squirrel Clothes. Now you won't freeze anymore in Ranch Area.



Continue to stir up Snow Fireflies. When you collect 10 of them, no more appear. Run back and forth in the snow to prove this.



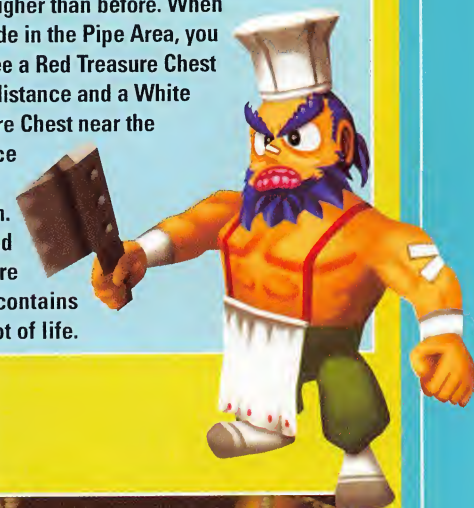
Go all the way back to the Town of the Fishermen to check all the Green Treasure Chests you've found so far. Because you have the Squirrel Clothes, you can glide higher than before. When you glide in the Pipe Area, you now see a Red Treasure Chest in the distance and a White Treasure Chest near the entrance to the section. The Red Treasure Chest contains a 1/2-Pot of life.



A Green Treasure Chest above the stalactite in the Waterfall of the Heavens yields another 1/2-Pot of life. Now you have seven Vitality points.



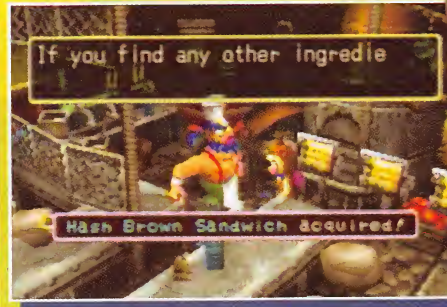
Back in the Pipe Area, this Green Treasure Chest contains Magic Juice.



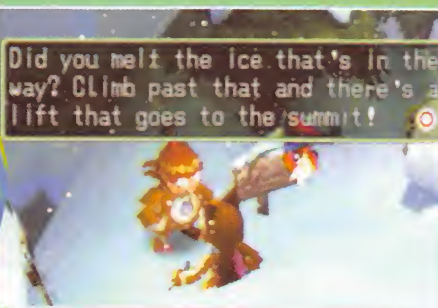
This Green Treasure Chest near the entrance to the Coal-Mining Town contains a 1/2-Pot of life.



Place a Potato under the hot water pipe. Hit the switch once with the Hammer to make a 1/2-Boiled Potato, and twice to make a Boiled Potato.



Use the Boiled Potato on the Chef in the Cafeteria to make a Hash Brown Sandwich.



Talk to Ima again when you enter Ranch Area. She tells you how to get to the summit.



With the Squirrel Clothes, you can now reach this Green Treasure Chest. It contains another 1/2-Pot of life. Now you have eight Vitality points.



With the Squirrel Clothes, you can now cling to the ice-covered pole. Jump from the pole to the right toward a Snow Sea Anemone.



Jump past the Snow Sea Anemone to the right. From the ledge on the right, jump to the left to discover a Holy Tree that has been turned to stone.



Pick up a Hedgehog near the Snow Sea Anemone and throw it into the Anemone's mouth to freeze it. Then smash the frozen Snow Sea Anemone with the Fire Hammer to make Anemone's Icy Dregs.



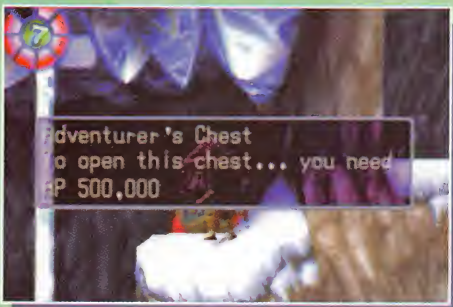
Open this Green Treasure Chest near the Holy Tree to obtain Magic Water.



Pull this rope to dump snow on yourself. Now you roll down the hill inside a snowball. Hold the right button on the D-pad to slow yourself down as you roll down the hill so that the snowball doesn't smash too early. As you approach the ledge where the Snow Sea Anemone used to be, hold the left button on the D-Pad to speed up so that you roll off the ledge onto the jumping platform. You bounce high in the air and collect some Gems and a full Pot of life—the only one in the game. You would now have nine Vitality points if you could boost your maximum Vitality level.



Glide across the crevasse to the right of the jumping platform. Now you can cling to the ice stalactites, so it's easy to get across.



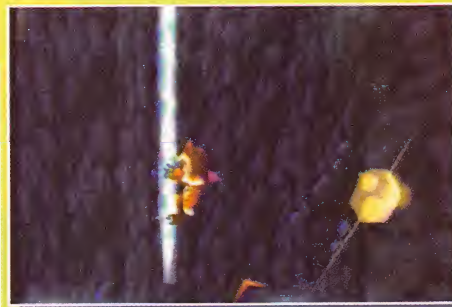
This Adventurer's Chest requires 500,000 AP to open it. When you do, you get another Pig Nose Panel.



Throw the snowball near the trampoline across the crevasse against the long ice stalactite. The snow sticks to the stalactite and makes it longer so you can reach a Purple Gem near its point.



Smash the snowball on the ledge behind the Adventurer's Chest to reveal a water bubble. Move down the long ice stalactite and glide right across a deeper crevasse. When you reach another ice stalactite, climb up. You are now on the ledge behind the Adventurer's Chest. Smash the snowball there to reveal a water bubble.



Jump on this glowing yellow orb. It's really a Snow Firefly nest.



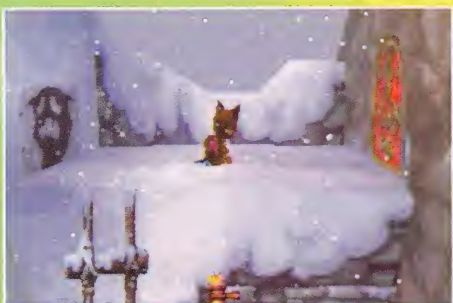
Jump from the ice stalactite to the Kokka Bird. Jump on its egg to discover the Mystery Reflector inside.



Melt the ice next to Koma with a hit from the Fire Hammer. Then jump in the air and smash the Big Freeze Pig until it turns into a smaller Ice Pig. Now you can climb the ladder.



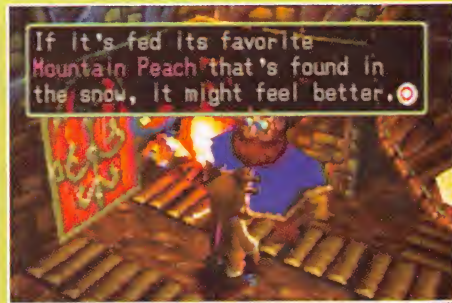
Notice the mouse's door on this ledge. After defeating another Big Freeze Pig here, move to the left into a hidden tunnel and find a slide that leads back to the beginning of Ranch Area. You pick up two Magic Wings and a Light Blue Gem along the way.



Pick up another Potato on this ledge and try to go through the door on the left. You must be invisible to go through a Ghost Door. Enter the door on the right.

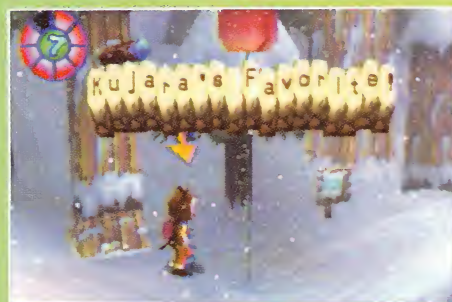


This large room is the Lift Shed. Talk to Pham on the left. He's the father of the three sisters Ima, Rioma, and Koma.



If it's fed its favorite Mountain Peach that's found in the snow, it might feel better.

Pham explains how to start the lift. You must find a special peach to energize the Kujaras, the creatures that look like chicks, in the giant wheel.



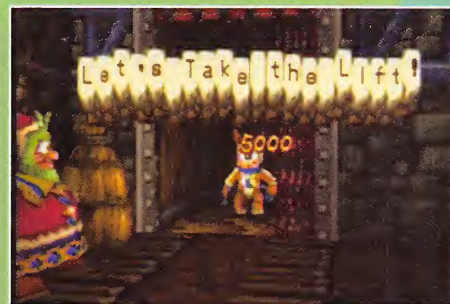
Smash the snowball next to the pile of Treasure Chests to reveal the Kujara Peach.



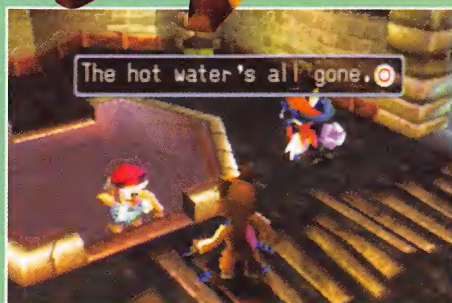
Swing on the poles to the right to reach the seesaws, then jump on the Kujara Peach to pick it up.



Return to the Lift Shed and talk to Pham. You automatically feed the Kujara Peach to the Kujaras in the wheel. Now the door to the right opens.



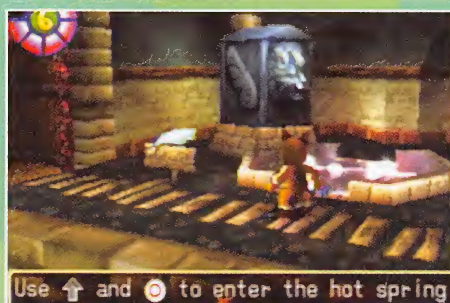
Walk into the lift to move up to Ranch Summit.



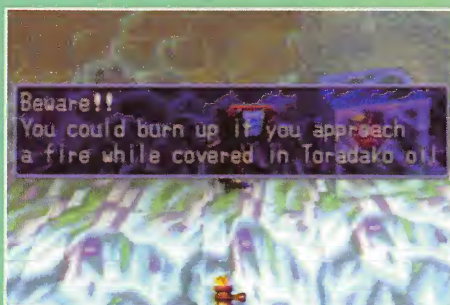
Talk to Kainen in the Healing spa. He needs hot water for the Healing spa to heal his tired body. There's also another parched Magic Flower next to the spa.



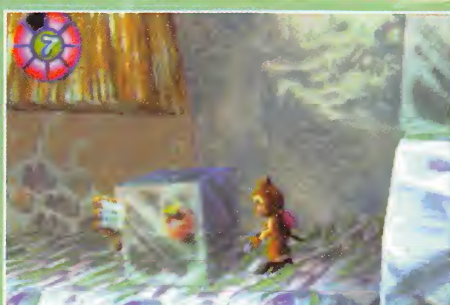
Return to the Town of the Fishermen to fill one Bucket with water from a faucet. Fill the other Bucket with hot water in the Pipe Area. Use the Water Bucket on the Magic Flower at Ranch Summit to obtain Magic Wings. Use the Hot Water Bucket on the spa to fill it for Kainen.



If you enter the spa, you regain all of your Vitality points.



You can use a Steak Sandwich to clear up the oily smear, but you shouldn't waste a Steak Sandwich unless your Vitality level is low.



Smash these ice blocks with the Fire Hammer to get at the various items inside.



A Toradako is a dangerous beast that spits an oily smear at anyone who gets close to it. You lose one Vitality point as the smear wears off, and if you touch fire, you burn and lose another Vitality point. Smash the Toradakos as quickly as possible, or avoid them entirely.



Smash ice blocks to get to this Green Treasure Chest. It contains a Large Lunch Box.



Smash this ice block to reach another Green Treasure Chest above the first one you opened in this section. It contains another 1/2-Pot of life.

EVIL

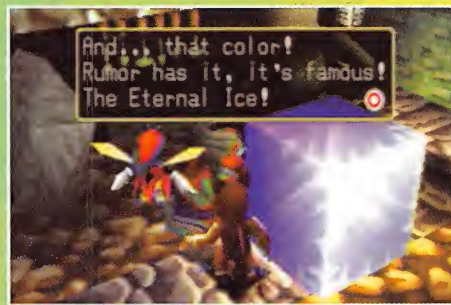
SWINE



Push a special ice block down this slope into the hole at the bottom. Talk to the Kujara Washing Shed Operator at the bottom of the slope. He must get back to the Kujara Washing Shed.



Drop down the hole into the Sculptor's Hut. The ice block you pushed into the hole is at the bottom of the ladder. Push the ice block across the floor until it settles into the indentation in the floor.



Talk to the Ice Sculptor after you push the ice block into position. He vows to make the best ice sculpture ever.



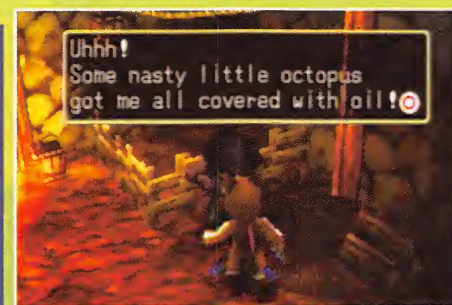
Smash these ice blocks to reach a new part of Ranch Summit.



Enter the first door near the ice blocks to reach the Operations Room.



Talk to the three sisters. They want to play hide-and-peek.



Talk to the Traveler next to the sisters. A Toradako covered him in an oily smear, so use a Steak Sandwich on him. It works. He tells you he's searching for the Tower of Strength.



Return to Ranch Area to look for the sisters and beat them at hide-and-peek. Go down the slide in the hidden tunnel to push out Koma, then jump on her to catch her. She gives you a Snow Firefly.



Find Rioma on a ledge in the crevasse near the Kokka Bird. She also gives you a Snow Firefly when you jump on her to catch her.



Find Ima in a little hole near the ladder to the Lift Shed. Unfortunately, she's lodged in that hole and won't come out.



Smash the ice block in the ground, then descend into the Collector's room, through this hole where the ice block used to be.



Talk to the Collector. He collects rare life forms. You automatically give the Collector the Rare Fish you found in the Town of the Fishermen, and he puts it in a bowl right next to another rare animal.



Return to the Sculptor's Hut. The Ice Sculptor has finished his masterpiece. Talk to him, and he says he'd like to see his work on a pedestal someplace.



Try to enter this door at the top of the ladder. Unfortunately, it's locked. You must come back later.



Smash this ice block to get the Hexagon Gear.



Enter the Tool Shed to the left of the ice block with the Hexagon Gear. Charles is running all over the place. Jump on him, and he tells you that his head's all itchy.



Jump on the object in the Tool Shed to uncover a Large Fuse. Walk over the Large Fuse to pick it up.



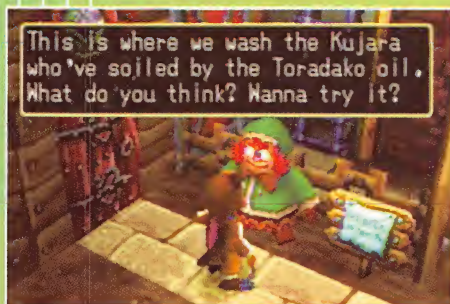
Smash the ice around the water bubble to reveal a Rare Squid inside. Talk to the Kujara Rancher next to the Rare Squid to learn about the laughing and crying fruit in the Donglin Forest.



Climb the ladder to the right of the Collector's room to reach Kujara Shed.



Go through the door next to the Kujara Shed signpost to enter the Kujara Washing Shed.



Talk to the Kujara Washing Shed Operator near the door. He tells you the purpose of the Kujara Washing Shed and gives you 90 seconds to wash the Kujaras.



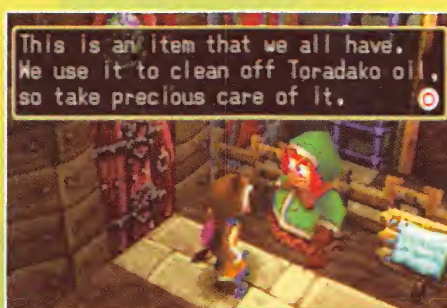
This is Level 1 of the washing mini-game. Jump on each Kujara and throw it into a hole. The holes lead to washing machines. There are six Kujaras to clean in each Level of the mini-game.



There are six more Kujaras for you to wash in Level 2, and another 90 seconds on the clock. These Kujaras are more ornery, and the holes now move, as well as open and close.



The Kujaras in Level 3 of the mini-game jump around a bit more, but there's nothing different otherwise.



After Level 3 of the mini-game, the Kujara Washing Shed Operator gives you Tiger Oil Remover, and the fuse box on the washing machine finally blows. You automatically give the Large Fuse to the Kujara Washing Shed Operator so he can fix the machine.



Talk to the Kujara Washing Shed Operator again. He starts more Levels of the washing mini-game for you to try. The Kujaras move faster and faster, but the Levels never get too difficult to play.



Finally, you clear all of the Levels.



When you finish playing the washing mini-game, the Kujara Washing Shed Operator rewards you with a Golden Moon.



Talk to the Kujara Rancher next to the winch. He needs the Hexagon Gear. You automatically hand over the Hexagon Gear, and the Kujara Rancher puts the gear in the winch and raises the ladder.



Enter the door next to the winch to reach the Summit Shed. Pham comes up to you and starts a conversation. He needs three Kujaras to build up enough static electricity to break through a wall to reach the gondola to Donglin Forest.



SWINE



Climb the ladder raised by the winch. You can now reach ice blocks that were just part of the background before. Fly across the gap to the ice blocks. You can also cross the gap by jumping on the hanging torches once you use the Ice Boomerang to put out the flames.



You find one of the Kujaras that Pham needs. Itching Salve is in the ice block on top of the pile, but don't get it just yet. You need the height from its ice block to safely transport the Kujara. Take the Kujara back to Pham.



When you take the Kujara back to the Summit Shed, it automatically gets in the machine with the other Kujaras.



Find another Kujara at the bottom of the ladder from Kujara Shed. Pick it up and take it to the Summit Shed. It also goes into the machine on its own.



The third Kujara lies in stasis above the entrance to the Sculptor's Hut. Take it to the Summit Shed. The Kujaras build up a static charge until the boulder explodes.



After the explosion, Pham gives you the Ice Pig Bag.



Go back to the ice blocks across the gap. Approach the Crying Door. You can't enter it right now, but perhaps later you'll find a way to open it, as well as the Laughing Door and Ghost Door.



Collect the Itching Salve, then drop down from the ledge to the Tool Shed. Jump on Charles to hold him still. Immediately after Charles asks you to help his itch, use the Itching Salve on him. He gives you a 1/2-Pot of life. You would now have ten Vitality points if you could boost your maximum Vitality level.



You've now completely explored the Kujara Ranch area. Return later to complete some events like the game of hide-and-seek with the three sisters. Ride the gondola down to the Donglin Forest.



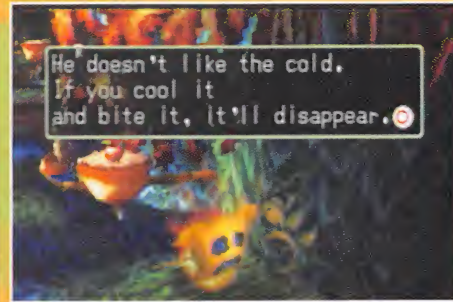
This area of the game contains some of the most difficult places to navigate. There are also some very tricky puzzles in Donglin Forest, especially those that require you to laugh, cry, or be invisible. The three sections of Donglin Forest (The Forest Entrance, Laughing Crying Forest, and The Deep Forest) increase in difficulty as you progress through them. The Forest Entrance challenges you to pass to the Laughing Crying Forest, as well as to earn the Blue Key and enter Witch Mizuno's Hidden House. The Laughing Crying Forest makes you both happy and sad as you try to find the Grapple and the entrance to The Deep Forest. The Deep Forest eventually leads to the Circus Village, but not before you solve some tricky spatial puzzles on the seesaws. When you finish your travels through Donglin Forest, you are more than halfway through the game. You are also more powerful than ever because of the Grapple and the boost to your maximum Vitality level.



This is the entrance to Donglin Forest via the gondola from Kujara Shed. There are three sections in Donglin Forest. The Forest Entrance is the first. When you move in the grass, you kick up one Snow Firefly. Jump on it to add it to your collection (now 13).



Talk to the Donglin Researcher next to the Ghost Door. He tells you that the Evil Pig's Magic has scattered Ghosts all throughout Donglin Forest.



The Donglin Researcher tells you how to get rid of a Ghost.



Throw the Ice Boomerang at the Ghost to make it materialize. Then jump on the Ghost to dispel it.



When you toss the Ghost, it turns into a flame that settles in the eye socket of a spirit face across the water in The Forest Entrance. A bud appears where the Ghost hits the face.



The white flames that travel around the screen contain Ghost Pigs. When you get close enough to a white flame, a Ghost Pig appears.



Swing on cocoons and glide with the Squirrel Clothes to cross the water. The second Ghost wanders around this ledge of acorns near the spirit face. Throw the Ice Boomerang at it, then jump on it to make another bud appear in the spirit face.



Ghost Pigs often materialize next to you and throw their yellow gloves at you. If the gloves touch you, you turn invisible. You can enter Ghost Doors when you're invisible, but you can't pick up or use any objects.



You have found two Ghost Doors in the game so far. Enter them now to see what waits on the other side. If you jump on a Ghost Pig or eat a Dry Fish Sandwich, you are no longer invisible.

EVIL SWINE



There are other places just like this that you can enter only while **Invisible**.



Allow a Ghost Pig to turn you invisible. Then enter the Ghost Door at the beginning of The Forest Entrance. Someone behind the door says you can enter other Ghost Doors, but only while invisible. You also learn that behind one of those doors is an item that can restore your visibility.



When you ride the gondola back to Kujara Shed, you can see the extent of your invisibility.



Return to Ranch Area and enter this Ghost Door next to the Lift Shed. You immediately exit through the Ghost Door in The Forest Entrance. There must be another Ghost Door somewhere that provides that special item to cure Invisibility.



From the ledge where you caught the second Ghost, jump on the crank. Then swing counterclockwise until the crank moves along its track to the top.



Jump to another set of cranks. Swing counterclockwise on the higher crank until you reach the top of that crank's track.



Jump from that crank to an acorn, then pull yourself up to a ledge. Jump to another ledge with a Laughing Door. You can't enter this door in your current state.



Drop to another acorn below an open door. The final Ghost haunts this area. Throw the Ice Boomerang at the Ghost and jump on it to send it toward the spirit face. A Guard with a long tongue comes out of the spirit face and lands on the grass in front of it.



Climb the ladder to enter the Artist's Atrium. You notice that the Artist is out of blue paint.



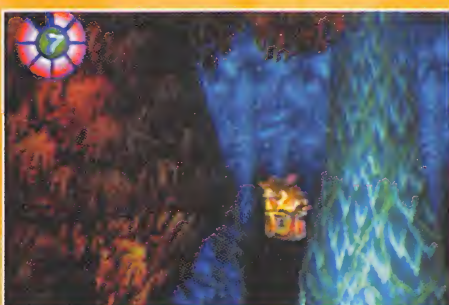
Swing again on the leftmost crank. Jump off the crank to land on the blue fruit on the vine. You now have a Blueberry.



Enter the Artist's Atrium again. The Artist knocks you over and splashes the Blueberry's juice all over you. You automatically give the Artist the Blueberry. The Artist smashes you into his painting to knock off the juice. Then he gives you the Blue Key. Now you can open Blue Treasure Chests.



Open the Blue Treasure Chest in the Artist's Atrium. You find another vial of Magic Juice inside.



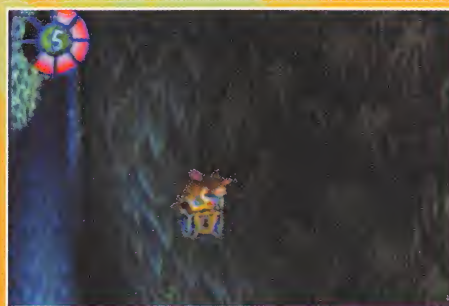
Now open all of the Treasure Chests that you skipped before. This Red Treasure Chest high above the spirit face yields two Magic Wings.



This Green Treasure Chest above the spirit face contains a 1/2-Pot of life.



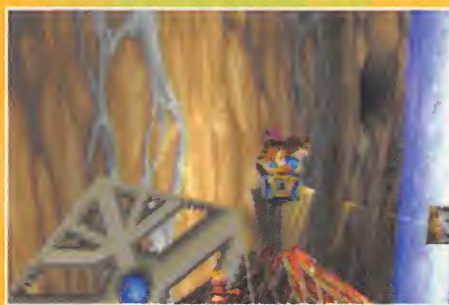
This Blue Treasure Chest near the Artist's Atrium contains a Yellow Gem worth 20,000 AP.



This Blue Treasure Chest below the Laughing Door contains another 1/2-Pot of life. You would now have 11 Vitality points if you could increase the maximum Vitality level.



Go all the way back to the Waterfall of the Heavens. This Blue Treasure Chest below the seesaw wall contains another vial of Magic Juice.



This Blue Treasure Chest on top of the Windmill Shed yields a 1/2-Pot of life.

TOMBA! 2



This Blue Treasure Chest near the metal bridge in the Pipe Area contains a purple jug that increases the size of your Magic meter.



Use the Hammer or Fire Hammer to pound the green pegs and access this Blue Treasure Chest. It contains the Coal Mine Bell. Now you can return to the Coal-Mining Town immediately from anywhere in the game.



This Blue Treasure Chest in the corner of the Cafeteria yields a Special Lunch, which restores 15 Vitality points.



The Blue Treasure Chest in the pile of Treasure Chests in Ranch Area contains more Magic Juice.



You must glide from the seesaws in Ranch Area to reach this Blue Treasure Chest and earn another $\frac{1}{2}$ -Pot of life. Now you have stored enough $\frac{1}{2}$ -Pots of life to reach 12 Vitality points.



Return to The Forest Entrance. Smash the Guard's tongue three times with the Hammer or Fire Hammer to dispatch both the Guard and the spirit face. You receive the Donglin Bell, which instantly transports you to the Donglin Forest from anywhere in the game.



Pass through the trees where the spirit face had been to reach the Laughing Crying Forest. Examine the statue near the start of this section. It's your dog friend Baron. The Evil Pig cast a spell on him.

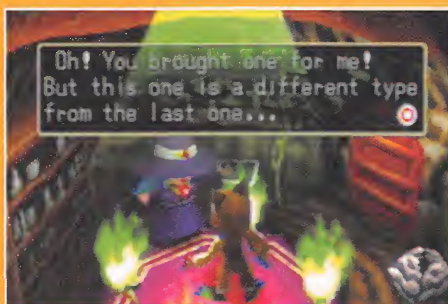


The fruits in the Laughing Crying Forest alternate between laughing (red fruit) and crying (purple fruit). When you jump on either of these fruits, you laugh or cry accordingly. Pick up a laughing fruit so you can enter that Laughing Door in The Forest Entrance. Now you're in a Laughing State.

EVIL SWINE



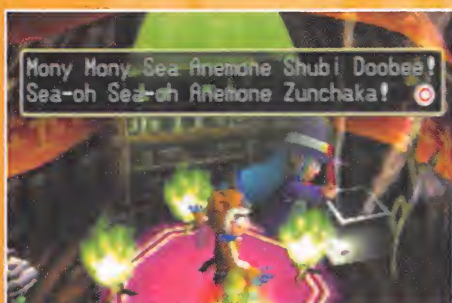
Enter the Laughing Door to reach Witch Mizuno's Hidden House. She says that she needs more ingredients for her potion and mentions Sea Anemones.



Use Anemone's Hot Dregs on Mizuno. She says she needs more. Use Anemone's Icy Dregs on Mizuno. She says it's still not enough.



Use the Coal Mine Bell to return to the Coal-Mining Town. Then go to the Pipe Area. Eat a Hash Brown Sandwich to leave the Laughing State. Freeze the Mover Capper, then ride it off the edge of the platform and throw it at the Fire Sea Anemone. Pick up Anemone's Hot Dregs.



Return to Witch Mizuno's Hidden House and use Anemone's Hot Dregs on Mizuno. She speaks an incantation, then gives you Hot Powder, which automatically protects you from flame damage. Now Mover Cappers and Flame Pigs can't hurt you with their flames.



Use the Coal Mine Bell to return to the Coal-Mining Town while in a Laughing State. Enter the Laughing Door above the Trolley Entrance. There's a White Treasure Chest inside.



Go back to Ranch Area and throw a snowball straight down the throat of the second Snow Sea Anemone to freeze it. Smash the frozen Snow Sea Anemone with the Fire Hammer, then pick up Anemone's Icy Dregs. Return to Witch Mizuno's Hidden House and use Anemone's Icy Dregs on Mizuno. She gives you Cold Powder, which protects you from ice damage.



Return to the Laughing Crying Forest. Jump onto the first ledge after the signpost. Eliminate the Banshee and jump on the pink fruit to leave the Laughing State.



Jump on a crying fruit to enter a Crying State. Now you can go through the Crying Door on the first ledge.



The Donglin Researchers behind the Crying Door have something important to tell you. Talk to both of them.

And because the Normal Fruit never runs out when you're walking, you can always get back to normal. (C)



The Donglin Researcher on the left tells you about the Normal Fruit when you talk to him.

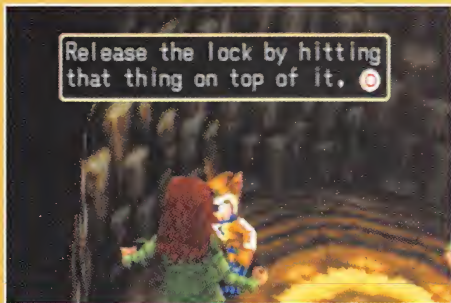
That's when the Strange Fruit comes in handy, because it lets you control laughing and crying. (C)



The Donglin Researcher on the right tells you about the Strange Fruit when you talk to him. You must find both the Normal and Strange Fruit to completely control your laughing and crying fits.



Release the lock by hitting that thing on top of it. (C)



Talk to the Donglin Researcher on the left again. He tells you how to release the nearby locks.

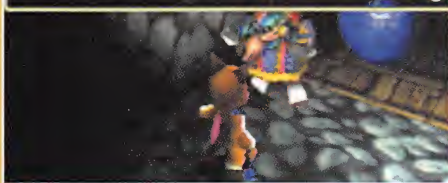


Return to the Crying Door in Kujara Shed while still in a Crying State. The Blue Treasure Chest inside contains the Strange Fruit. Now you can laugh or cry at will.



Pound the Hammer or Fire Hammer on this switch near the entrance to the Laughing Crying Forest. A Rare Shrimp jumps out of the water. Jump on the Rare Shrimp to collect it.

Ahhh!! This is a rare item indeed! You're giving it to me? Why thank you! Ho ho ho! (C)



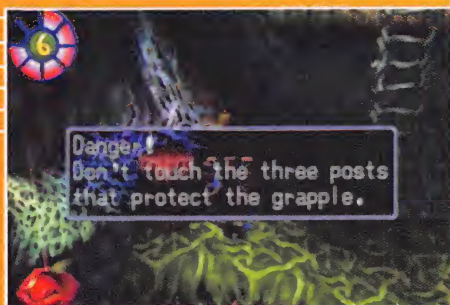
Return to the Collector's room in Ranch Summit and talk to the Collector. You automatically give him the Rare Shrimp for his collection. The Collector puts the Rare Shrimp in one of his water jugs.



Hit this wooden post with the Hammer or Fire Hammer. It removes one of the locks from the device at the end of the Laughing Crying Forest.



Jump on the Green Treasure Chest to the left of the first wooden post. It contains Magic Water. Drop to the ledge below the Green Treasure Chest and move right. Open both Treasure Chests near the ledge where you caught the Rare Shrimp. The Blue Treasure Chest yields a Special Lunch. The Red Treasure Chest contains two Magic Wings.



This sign's warning is too late. You've already hit one of the wooden posts.



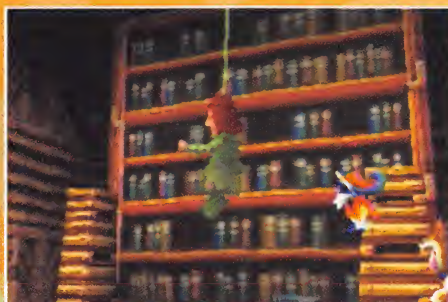
Smash this second wooden post with the Hammer or Fire Hammer. There's just one more post to go. The wire to the boulder comes from up above, so you must go even higher in the Laughing Crying Forest to find the third wooden post.



Drop to this Green Treasure Chest from the ledge with the second wooden post. It contains a Light Blue Gem worth 5,000 AP.



Use the Strange Fruit or jump on a crying fruit to enter this Crying Door.



The Librarian uses a Grapple to get to the higher books. He tells you that there may be another Grapple nearby. Exit out the door on the other side of the room.



Flatten the third wooden post with the Hammer or Fire Hammer. Now you can climb the ladder that the post blocked. The boulder blocked a door and a Blue Treasure Chest.



Enter the house with the Laughing Door next to the second wooden post.



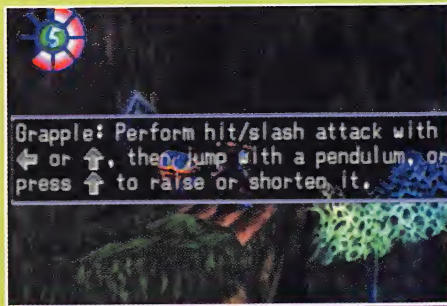
Talk to the Traveler near the door. He just can't stop laughing. Use a Hash Brown Sandwich on him to make him stop.



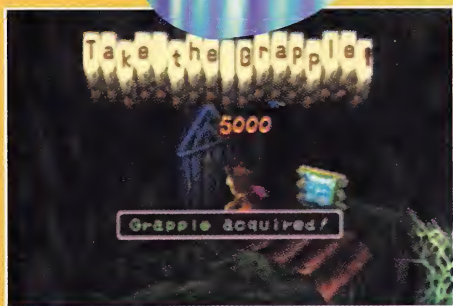
The Traveler tells you about his journey to find the Tower of Wisdom.



Push the switch on the left toward the door until it clicks into position. Then jump on the switch to flip over the acorn.



Read the sign near the Blue Treasure Chest to learn how to use the Grapple.



Open the Blue Treasure Chest to get the Grapple. Now you can hang and swing from ceilings and objects.



Try to enter the black door. It's locked just like the black door in Ranch Summit.



Now that you have the Grapple, you can reach some Treasure Chests that were too high before. Return to the Town of the Fishermen. Attach the Grapple to the bottom of this Green Treasure Chest to pull yourself up to it. It contains another purple jug that increases the size of your Magic meter.



Fire the Grapple at one of the water plants in the Town of the Fishermen. You pop it and trigger the Secret of the Aquatic Plant event. Pop all of the Aquatic Plants in the Town of the Fishermen and the Waterfall of the Heavens.



If you pop an Aquatic Plant with a Small Fish inside, you can pick up the Small Fish.



Throw the Grapple straight up underneath the stalactite in the Waterfall of the Heavens, and swing up to this niche. You can pick up two Magic Wings, a Healthy Lunch, and a Dark Yellow Gem worth 20,000 AP.



In the Waterfall of the Heavens, attach the Grapple to help open this Green Treasure Chest. It contains a 1/2-Pot of life.

TOMBA!

EVIL SWINE



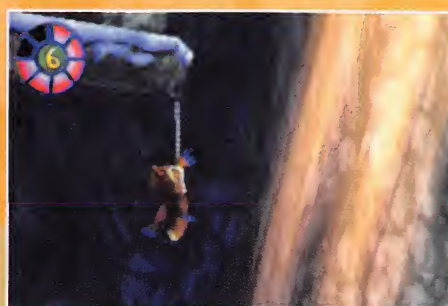
In the Pipe Area, swing underneath the lowest pipe on the Grapple to collect some Gems and a $\frac{1}{2}$ -Pot of life. Now you have the equivalent of 13 Vitality points.



With the Grapple, attach yourself to the bottom of the pipe near the chain that raises and lowers the metal bridge. Work your way up the pipe to collect a Purple Gem, a Light Blue Gem, and a $\frac{1}{2}$ -Pot of life.



Glide across the crevasse in Ranch Area. Pop this Aquatic Plant with the Grapple.



Pull yourself to this ledge above the Kokka Bird's nest with the Grapple.



Push the boulder off the ledge. It breaks the Firefly Nest below and releases five Snow Fireflies. Carefully jump on and collect all five Snow Fireflies, but don't get too far away from a ledge or the long icicle.



In Ranch Summit, attach the Grapple to the Green Treasure Chest. It contains a $\frac{1}{2}$ -Pot of life. Now you have the equivalent of 14 Vitality points.



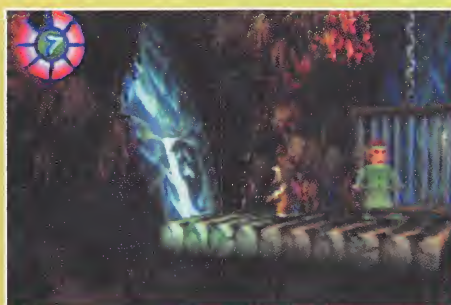
Throw the Grapple at the Aquatic Plant next to this Kujara Rancher to release the Rare Squid. Take the Rare Squid to the Collector's room. Talk to the Collector, and you automatically give the Rare Squid to him. He puts the Rare Squid in one of his water jugs.



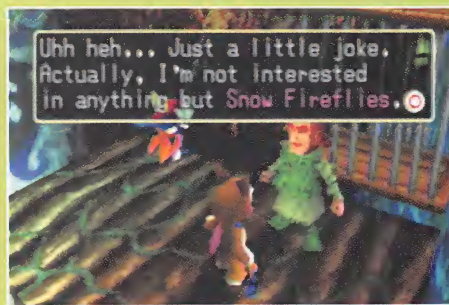
Now that you have the Grapple, the swinging cocoons have disappeared in The Forest Entrance. Be very careful not to turn invisible because you can no longer rely on the cocoons to transport you across the water. Also, the switch that flipped the acorn in the room with the Traveler flipped all of the other acorns.



Jump off the highest ledge in The Forest Entrance and attach the Grapple to the bottom of this acorn. Swing across to the cage on the left.



There's also a Ghost Door on this ledge.



Uhh heh... Just a little joke. Actually, I'm not interested in anything but Snow Fireflies. (C)

Talk to the Donglin Researcher. He's only interested in Snow Fireflies. You automatically give the Snow Fireflies to the Donglin Researcher. Unfortunately, it's still not enough. Maybe Ima will give you a Snow Firefly as her sisters did when you found them in the game of hide-and-seek.



Allow a Ghost Pig to turn you invisible. Fortunately, you can still use the Grapple when you are invisible. Swing to the ledge with the Ghost Door. Enter it, and you find the Light Cutting Box.



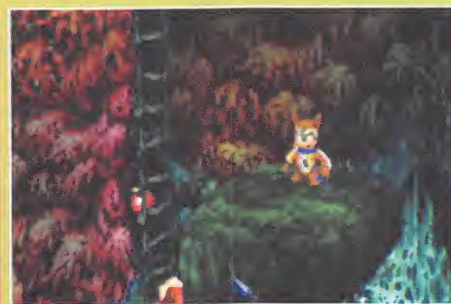
Eat a Dry Fish Sandwich to cure your Invisibility. Return to this Red Treasure Chest near the Crying Door. Attach the Grapple to the Red Treasure Chest, then open it to collect Turbo Pants. Now you can run even faster.



Climb the ladder outside the Librarian's house to reach The Deep Forest.



Swing across the acorns with the Grapple to reach this Red Treasure Chest. It contains two Magic Wings.



Climb down this long ladder. Collect the items on both sides of the ladder before the Ghost Pig turns you invisible.



Now let the Ghost Pig turn you invisible. Enter the Ghost Door to collect the Clear Mushroom, which you can use at any time to cure Invisibility.

EVIL SWINE



Swing across the thorns on the acorns. If you fall on the thorns, you move all the way back to the ledge near the Aquatic Plant.



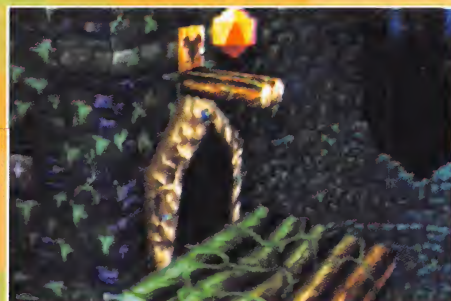
Pop the Aquatic Plant with the Grapple and enter the opening in the side of the hill.



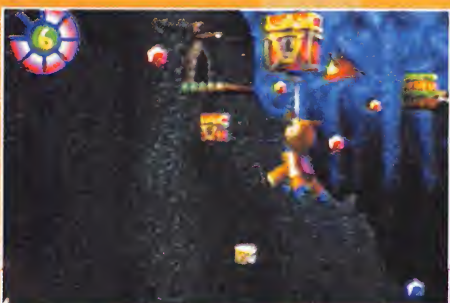
You find Charles inside. This time, he's trapped in some leaves.



Jump on this Blue Treasure Chest near the seesaws. It contains a Lunch Box.



When you jump on a seesaw in The Deep Forest, you trigger the Device guards the treasure! event. You see a room high above the seesaws and hear something making noise beyond the opening. When you tilt a seesaw all the way in either direction, a dangerous device with a symbol in the center of it opens in the middle of the seesaw.

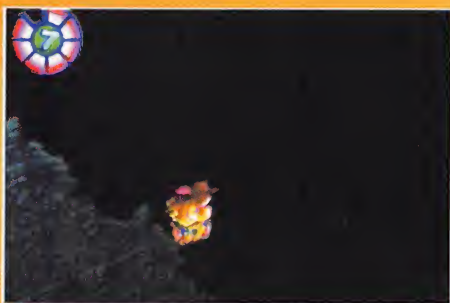


Jump left from the second seesaw to attach to this Red Treasure Chest. It contains two Magic Wings.

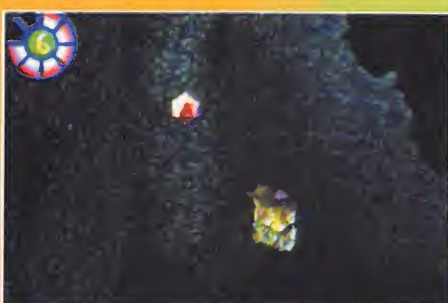


Drop from the back edge of the first seesaw to this Green Treasure Chest. It yields a Light Green Gem worth 10,000 AP.

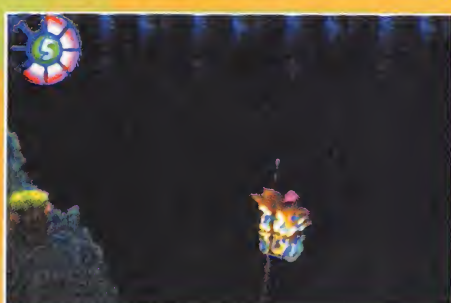
TOMBA!



Jump onto this Red Treasure Chest, below the acorn you used to swing to the ledge with the door. It contains a Light Blue Gem worth 5,000 AP.



This Red Treasure Chest to the left of the seesaws is difficult to reach. That's because it contains a Light Blue Gem worth 5,000 AP.



This Blue Treasure Chest off to the right of the last seesaw is difficult to see and reach. It contains a Healthy Lunch.



Jump up and shoot your Grapple to knock the caterpillar loose. He moves down the seesaw.



Lead the caterpillar in a downward path toward the leaf in the thorns near the first seesaw. If the seesaw locks in position on an upward slope, throw the Grapple at the device in the middle to close it. Then move to the other end of the seesaw to tilt it in the other direction.



Eventually, the caterpillar drops to the leaf in the middle of the thorns.



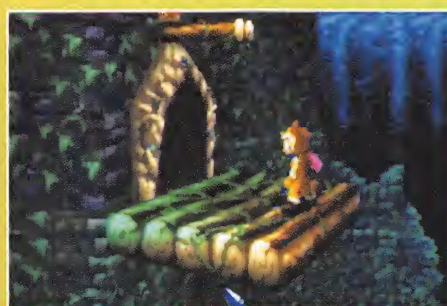
Jump on the caterpillar, and it carries you to the place where Charles is trapped. It eats through the leaves around Charles to free him.



When Charles escapes the leaves, he gives you a special item that increases your maximum Vitality level to 16. Your Vitality level is now 14 because of all of the 1/2-Pots of life you picked up in your travels. Meanwhile, Charles runs off again.



Examine the symbol in the middle of the seesaws; it can either face up (open on top) or down. Lock all of the seesaws so that the symbols face up. When you do that, swing to the door to the left of the inmost seesaw.



Notice the mouse's door right above the normal door.

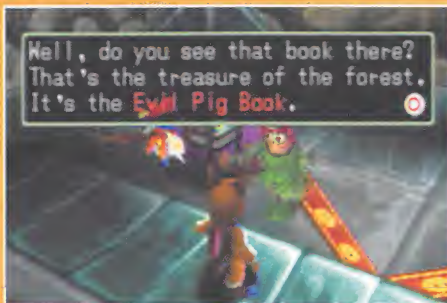


Enter the Treasure House. It has slabs with an interesting design of colors and symbols.

EVIL SWINE



Climb on a ledge and follow it to a room full of Ghosts. A Donglin Researcher cowers in the corner.



Talk to the Donglin Researcher. He tells you that the Ghosts are after the Evil Pig Book in the cage. He needs one more Rock Crab to set off the contraption that lifts the cage so he can get to the Evil Pig Book.



Go to the lower-left part of The Deep Forest until you find the blocks with the seesaw symbol on them.



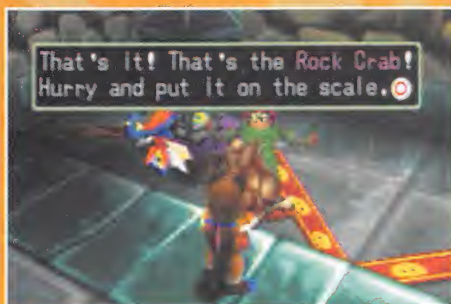
With the Grapple or any other weapon, flip the Rock Crab at the top of the blocks. Jump on the Rock Crab to pick it up.



Open this Adventurer's Chest if you have more than 1,000,000 AP. There is another Pig Nose Panel inside. Now you have four Pig Nose Panels.



When you enter the first room of the Treasure House, notice how one of the slabs with symbols on it blocks your way. All four seesaws must have their symbols facing up for you to enter the second Treasure House room. Check all of the seesaws.



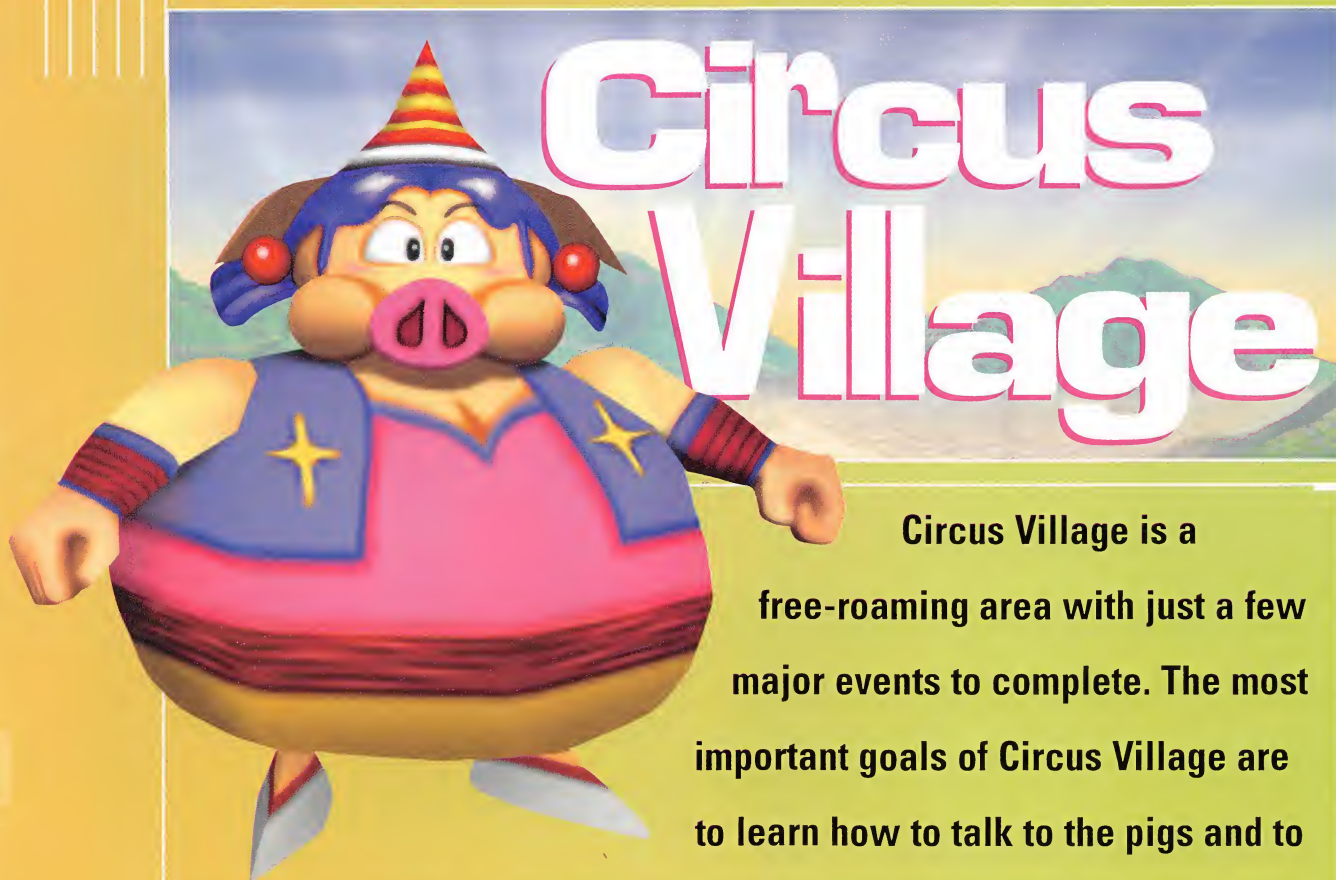
Talk to the cowering Donglin Researcher in the Treasure House. You automatically give him the Rock Crab. The contraption balances, and the cage lifts off the ground. Now you can read the Evil Pig Book.



Kainen enters through the door and surprises the Ghosts. They come together to form a Guard, but Kainen waves his hand and dispels it. When the Guard explodes, it also blows a hole in the wall.



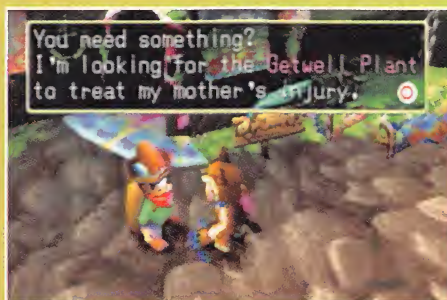
Kainen looks at the Evil Pig Book and also discovers the Ghost Pig Bag, which he gives to you. He also explains that the hole in the wall leads to Circus Village. Go through the wall and travel down a long corridor to Circus Village.



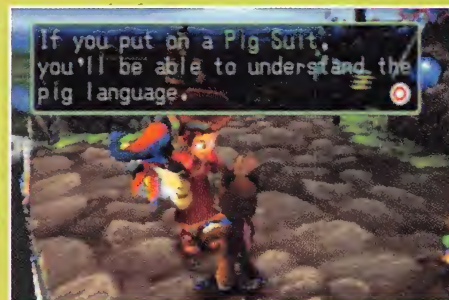
Circus Village is a free-roaming area with just a few major events to complete. The most important goals of Circus Village are to learn how to talk to the pigs and to open a passage to the Water Temple. There are some minor events in the area, but you don't need to finish them to complete the game. Still, the rewards are great, and these optional events are easy. Talk to everyone in Circus Village at least twice—once before you find the Pig Suit and once after you put on the Pig Suit. Return to Circus Village after you capture the Evil Ice Pig to discover even more events.



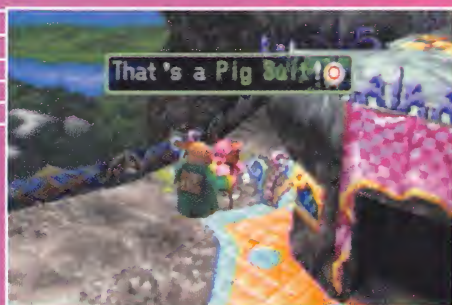
Circus Village is an area of festive colors and music. An Evil Pig turned all of the original inhabitants of Circus Village into pigs. Some of them still retain their circus skills, but they must now perform as pigs.



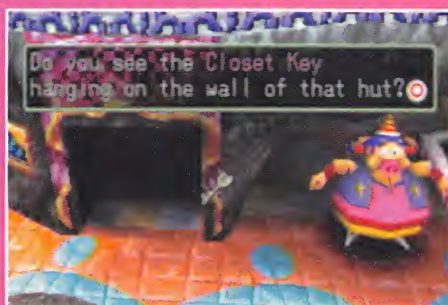
Talk to the boy near the signpost. He's the son of the Injured Mother in the Coal-Mining Town, and he needs a Getwell Plant for her.



Talk to Chiquita, the lady with the basket on her head. She tells you how to talk to the pigs in Circus Village.



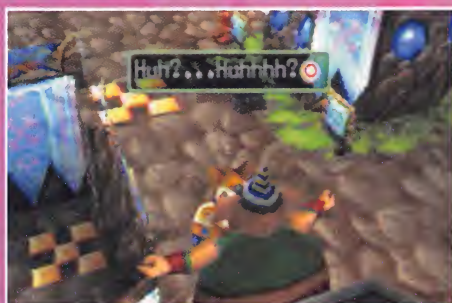
Chiquita shows you a child in a Pig Suit as an example of what you need.



She also shows you the Closet Key. It opens the closet with the Pig Suit in the Circus Warehouse.



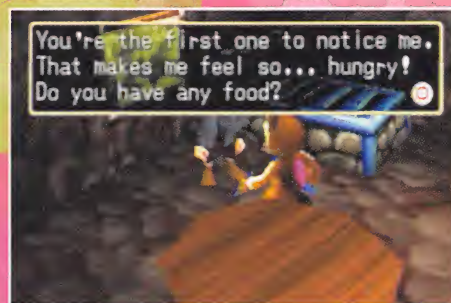
Examine the well near the entrance to Circus Village to trigger the Lift the lid on the Well! event. Something important is inside the well.



Talk to any pig in Circus Village, and you get this response. You must be in the Pig Suit to talk to any of the pigs in their current state.



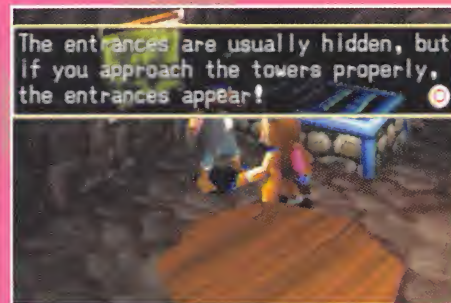
Enter this door next to the signpost to find the invisible Traveler.



Talk to the invisible Traveler. He asks you for food.



Use a Dry Fish Sandwich on the invisible Traveler to both feed him and cure his Invisibility.



The Traveler tells you about the entrances to the special towers in the game.



Enter this opening next to Chiquita. There's nothing inside but a pig that you can't talk to.



The room behind the fountain through this entrance also has just a pig inside.





Here's another locked black door.



There are two special doors in Circus Village. Use the Strange Fruit to enter a Laughing State.



You find a Blue Treasure Chest behind the Laughing Door. It contains a Light Green Gem worth 10,000 AP.



Use the Donglin Bell to return to the Donglin Forest. Jump on a crying fruit to enter a Crying State. Pass through the second Crying Door to the entrance of The Deep Forest. Jump on this pink fruit to stop your tears. Allow the Ghost Pig near the long ladder to turn you invisible. Go through the Treasure House to Circus Village, then enter the Ghost Door. Unfortunately, all this effort achieves nothing. The Ghost Door leads directly back to the Ghost Door near the beginning of The Forest Entrance.



Enter the Circus Warehouse at the left edge of Circus Village. Inside, you find a Paon, the locked closet containing the Pig Suit, and a Blue Treasure Chest that contains a Large Lunch Box.



Climb the ladder near the fountain to the second level of Circus Village.



Talk to the pig near the Drawbridge. (He won't respond.) Watch him knock a Nishiki Bird that is holding a Triangle Gear to the third level of Circus Village using a seesaw.



Find the ball the pig was using earlier. It's on the first level of Circus Village near the locked black door.

EVIL

SWINE



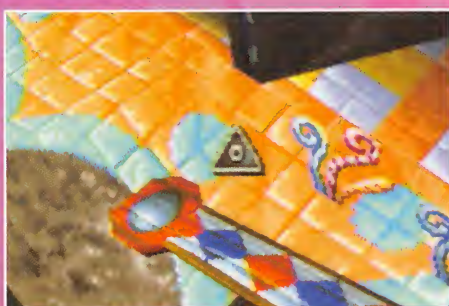
Grab the ball, then push it across the first level to the seesaw. When you get close enough to the loading end of the seesaw, the ball locks in place.



Press the weapon button at the other end of the seesaw to launch the ball to the second level of Circus Village.



Push the ball to the second seesaw.



Launch the ball with the weapon button to hit the Nishiki Bird and knock the Triangle Gear loose.



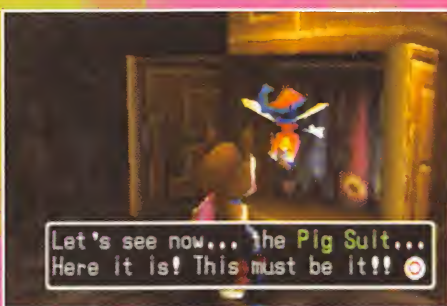
Pick up the Triangle Gear and enter the Control Shed near the second seesaw.



Talk to the pig in the Control Shed. He doesn't reply, but he notices the Triangle Gear. You automatically give the Triangle Gear to the pig. He puts it in the winch, then turns the winch to open the Drawbridge. Reenter the Control Shed to collect two Magic Wings from the Red Treasure Chest.



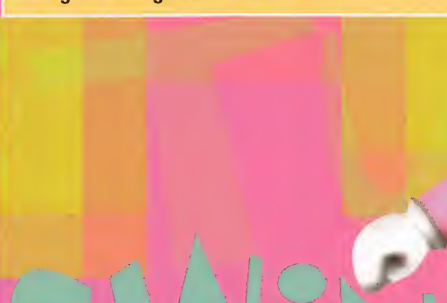
Cross the Drawbridge and pick up the Closet Key.

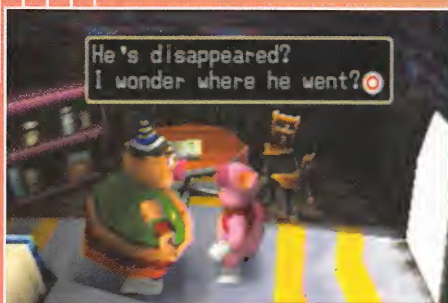


Return to the Circus Warehouse. Examine the closet to automatically use the Closet Key and get the Pig Suit from inside.

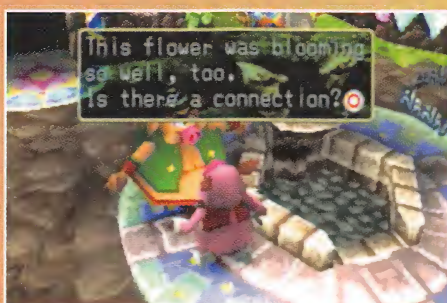


Equip the Pig Suit and talk to the pig near the closet. He tells you that you're free to use the Pig Suit.





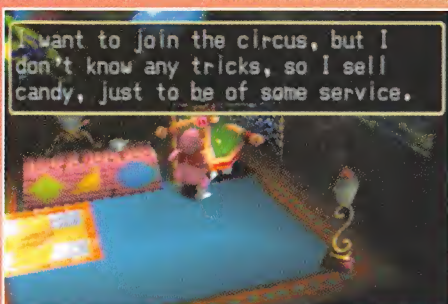
Talk to the pig in the house near the fountain. He doesn't know where Charles went.



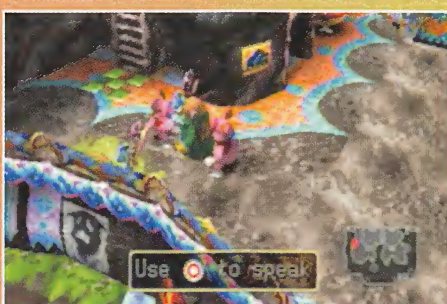
Talk to the pig near the fountain. He's sad that the fountain has stopped working. He guesses that the Magic Flower might affect the fountain.



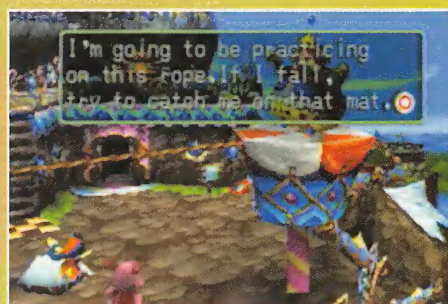
Talk to the pig in the house next to the signpost. He tells you where to find the Rare Crab, the last of the rare life forms.



Talk to the Pig Ice Candy Vendor in the room across the Drawbridge from the Control Shed. He doesn't know any tricks, so he sells candy. He's looking for Ice Candy.



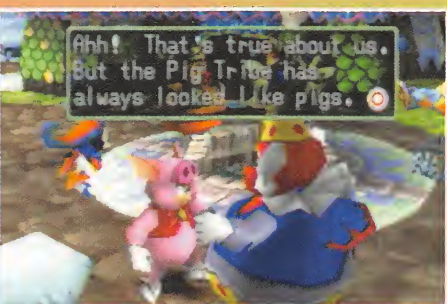
Talk to the Pig Tribe Elder and the Pig Suit Child. The Pig Suit Child wants to see the Pig Circus Clown, but the performer has lost his confidence.



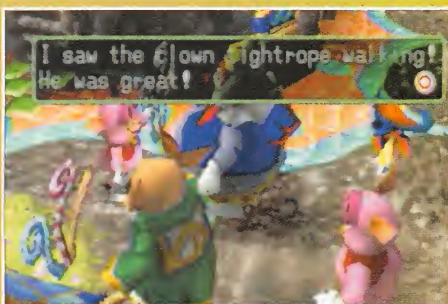
Talk to the Pig Circus Clown. He throws you a mat to catch him if he falls, then hops up on the tightrope.



Pick up the mat and use it like the wheelbarrow in the Coal-Mining Town. Follow the shadow on the ground with the mat. When the Pig Circus Clown eventually falls, he bounces off the mat and regains his confidence on the tightrope.



The Pig Circus Clown tells you that some of the pigs in Circus Village were cursed, but others like the Pig Tribe Elder were always pigs. Those pigs are members of the Pig Tribe.



The Pig Circus Clown goes to entertain the Pig Suit Child. Talk to the Pig Tribe Elder. The Pig Suit Child stopped whining when he saw the Pig Circus Clown walk the tightrope successfully.

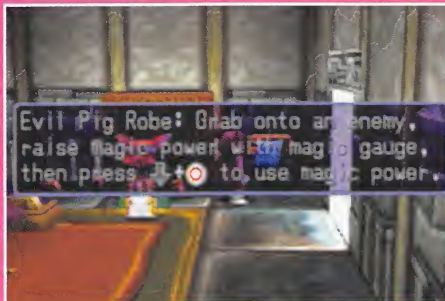


The Pig Tribe Elder invites you to the Pig Tribe's Hall. Now you can climb the ladder to the third level of Circus Village. Notice the mouse's door near the foot of the ladder.

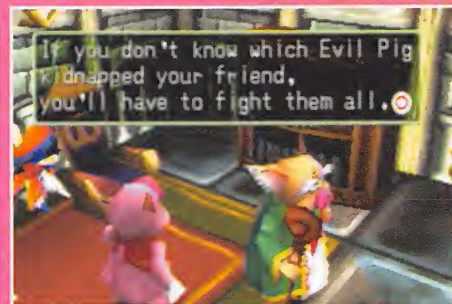


Climb the ladder and enter the Pig Tribe's Hall. There are two old pigs inside, one being the Pig Tribe Elder.

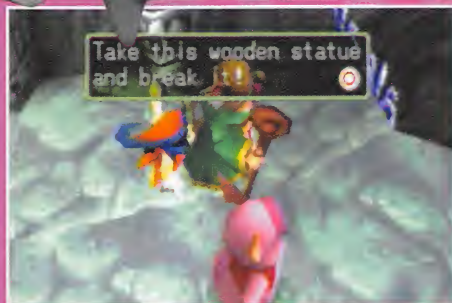




Read this sign to learn how to use your Magic abilities.



Talk to the Pig Tribe Elder. He tells you about the Evil Pig Bags, then gives you this bad news.



The Pig Tribe Elder leads you to a wooden statue and explains that it must be broken to reach the Water Temple. He tells you to get the Carpenter Book out of the well so he can use it to break the wooden statue.



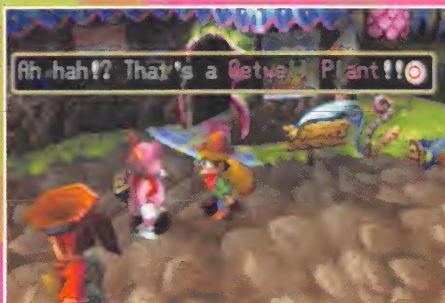
The Pig Tribe Elder gives you Paon Grass to lure the Paon out of the Circus Warehouse. He tells you to lead the Paon across the first level of Circus Village to pull the lid off the well.



Go down the ladder next to the first seesaw to reach a room under the well.



Talk to the pig near the water. He gives you the Getwell Plant. The Green Treasure Chest nearby yields Magic Water.



Talk to the boy near the signpost. You automatically give him the Getwell Plant. He leaves Circus Village to return to his mother.



Use the Coal Mine Bell to travel back to the Coal-Mining Town. Go to the house with the Injured Mother. Her son is there, and she's now a Healed Mother.



The Healed Mother gives you a 1/2-Spell of Courage. Now you have the full Spell of Courage.



To open the door to the Tower of Courage, jump from the end of the lower pipe to this niche in the wall. Then use the Spell of Courage to reveal the door.





The first floor of the Tower of Courage has two doors. Use the Strange Fruit to enter a Laughing or Crying State to try the doors. Only the Crying Door takes you to the second floor.

SWINE



The second floor of the Tower of Courage has three Crying Doors and two Laughing Doors. All doors except the first Laughing Door from the left lead back to the first floor. That first Laughing Door, however, takes you to the third floor.



The third floor of the Tower of Courage has two Laughing Doors with one Crying Door between them. The Laughing Doors lead to the first floor, but the Crying Door takes you to the fourth floor.



The fourth floor of the Tower of Courage has one wooden door and one small door. The wooden door takes you back to the first floor. You must find a way to enter the small door to reach the higher floors of the Tower of Courage. Use the Donglin Bell and move through the rest of Donglin Forest until you return to Circus Village.



Go to the Circus Warehouse. Talk to the pig next to the Paon. He tells you to lead the Paon carefully with the Paon Grass, but not to let him touch it.

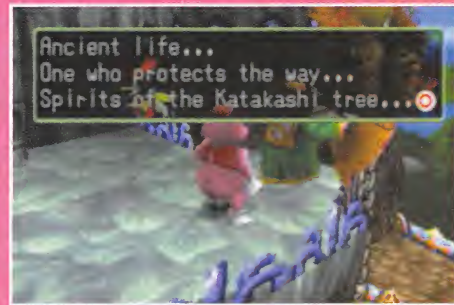


Stay just far enough ahead of the Paon so he can't grab the Paon Grass. Inch forward, and the Paon follows you. Move toward the well.

TOMBA!



The pig ties the Paon to the lid, then makes him move away from the well. The lid pops off effortlessly for the Paon. Zippo flies into the well to retrieve the Carpenter Book.



Talk to the Pig Tribe Elder. You automatically give him the Carpenter Book. The Pig Tribe Elder utters an incantation, which breaks the wooden statue. A green Evil Pig Bag falls from the statue into the hole.



Jump on the chain from the third level of Circus Village to reach the Underground Passage.



Pick up the green Earth Pig Bag at the bottom of the chain.



Follow the path in the Underground Passage to the Water Temple.





Water Temple

The Water Temple is more complex than any other area because its events lead you to *all* the other areas. Your first goal is to obtain the Swimming Pig Suit so you can easily explore the Water Temple. Three mermaids need your help, and other people and mice send you on little missions. Once you can transform yourself into Mini Tomba, the adventure takes on an added challenge because you must discover all the places that Mini Tomba can explore. When you finally pick up the Water Pig Bag in the Great Temple, you're prepared for the Finale, with enough items and weapons to defeat the Evil Pigs and lift their curse.



In the Water Temple, not only are there fast-moving currents of water, but there's also rain to keep you nice and wet.



Equip the Squirrel Clothes for some of the difficult jumps. Leap to this ledge above the water.



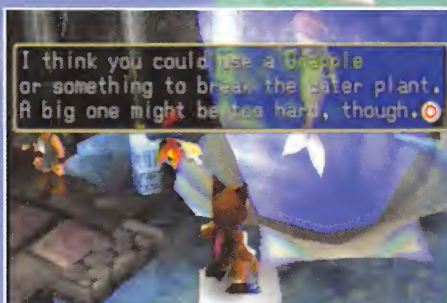
Jump left to this ledge and enter the door.



This is the Crystal Artisan's Room. Talk to the Crystal Artisan in the center of the room. He offers to make something for you if he could just get the right type of Crystal.

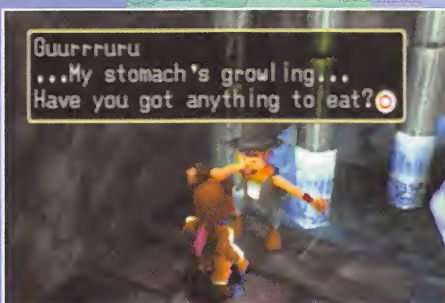


Leave the Crystal Artisan's Room and jump over to the ledge above the water. Run and jump to the higher ledge to the left.



I think you could use a Grapple or something to break the water plant. A big one might be too hard, though.

Enter the door and talk twice to the Aquatic Plant Mermaid on the slab in the center of the pool. She tells you how to break the Aquatic Plants. Since she's still in trouble, there must be more Aquatic Plants to break.



Gurrrrrrr...
...My stomach's growling...
Have you got anything to eat?

Talk to the Traveler next to the Aquatic Plant Mermaid. He's hungry, so use a Lunch Box on him. He rewards you with more information about the legendary towers on the island.



Ohhhh Nooo!
My rucksack's gone!!

The Traveler is not happy for long. He realizes that he has lost his Rucksack.



Go through the door with the pig nose next to the Aquatic Plant Mermaid. Unfortunately, it leads to a dead end.



Leave through the other opening. There's nowhere to go but into the water, so return to the start of the Water Temple area.



When the Doka Pin Monster puffs up, watch out. It shoots a pin at you that knocks you off any platform.



There's a secret to the Doka Pin Monster. Although you can bounce on its back when it puffs up, you can also turn it into a slab with a well-placed shot from the Grapple. This tiny slab was once a Doka Pin Monster.



Cross the Water Gate and talk to the Water Gate Operator. He needs his Round Gear to open the Water Gate.



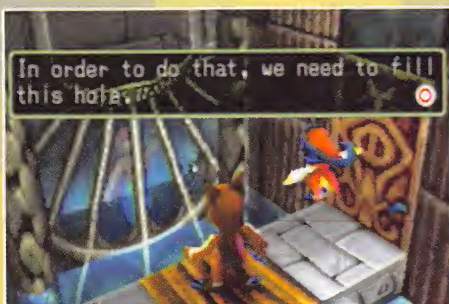
Return to the start of the Water Temple area, but watch out for the slabs underneath the spikes. They move up quickly and smash you into the spikes.



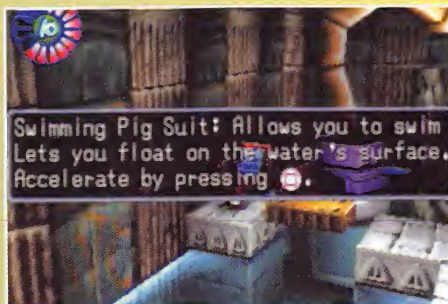
Pick up the Round Gear on the ledge between the beginning of the area and the Water Gate.



Talk to the Water Gate Operator again. You automatically give him the Round Gear. The Water Gate Operator suggests that you examine the Water Tank in the nearby room because the Crystal Artisan made it.



Enter the Water Tank Room and talk to the Water Tank Mermaid. She asks you to fill the hole in the Water Tank so she can escape. She also tells you that the Crystal Artisan can make something to fix the hole.



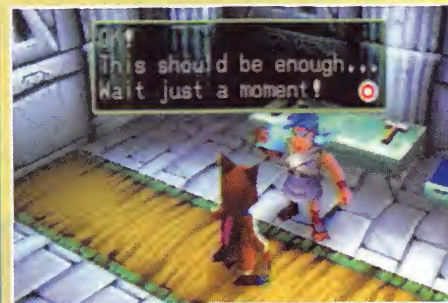
Read the sign to the left of the Water Tank. It explains how to use the Swimming Pig Suit. However, you only have the Pig Suit.



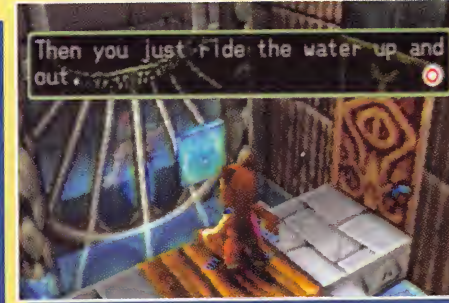
Just outside the door to the Water Tank Room, you encounter the Crystal Crab. It has one Crystal claw. Jump on its back once to remove its shell.



Jump on the Crystal Crab's back again to get rid of it. Its Crystal claw lands on the ledge to the right. Pick up the Crystal.



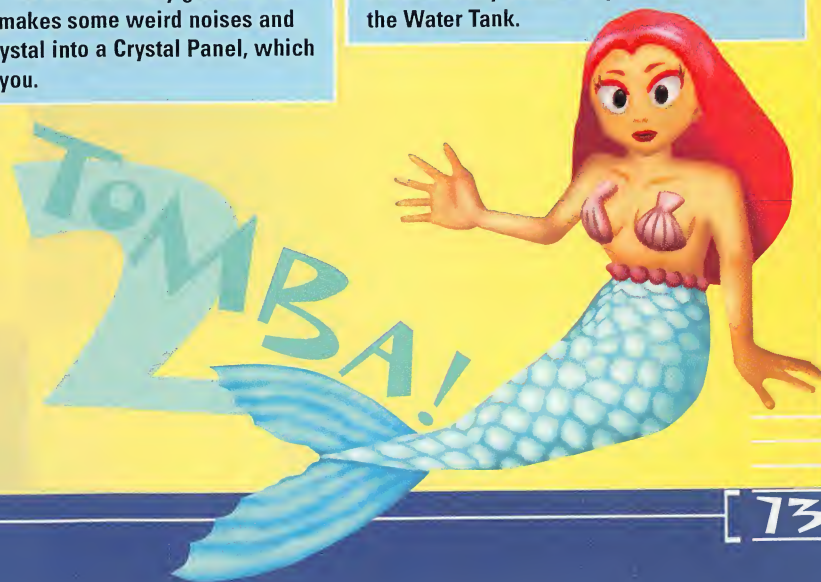
Take the Crystal to the Crystal Artisan and talk to him. You automatically give him the Crystal. He makes some weird noises and turns the Crystal into a Crystal Panel, which he gives to you.



Talk to the Water Tank Mermaid again. You automatically use the Crystal Panel to fix the Water Tank.



Jump on the switch to the left of the Water Tank to release the Water Tank Mermaid.





Talk to the Water Tank Mermaid after her release. You automatically give her the Pig Suit and she turns it into a light blue Swimming Pig Suit. Now you can swim anywhere in the game.



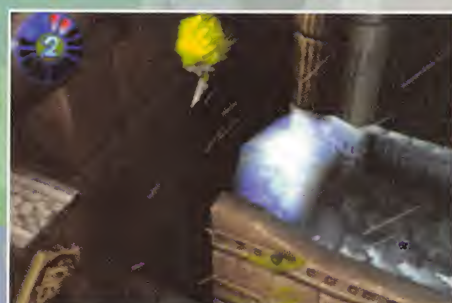
Try out the Swimming Pig Suit in the room with the Water Tank Mermaid.



Whenever you touched the water before, you returned to the start of the Water Temple area, but now you can swim. Swim out the doorway in the Water Tank Room to the Water Gate.



High jump in order to pick up the items under the water. You must get the right height to sink deep enough in the water.



Watch out for this place where the water runs off the edge. You lose the game if you go over the brink.



Go back to the water area where you found the Round Gear. Jump onto this Red Treasure Chest to obtain two Magic Wings.



There are two more Treasure Chests in the air above the inner water channel. The Green Treasure Chest contains a Large Lunch Box.



Follow the channel to this dangerous section with several spikes and some slabs to smash you into them. Pick up the Gems and other items.



Climb the ladder at the end of the channel behind the waterfall. Talk to the Water Temple Rafter standing on a Red Treasure Chest. He wants you to move the white platform out of his way so he can use his raft.



With any weapon, hit the white switch above the Water Temple Rafter from the left side.



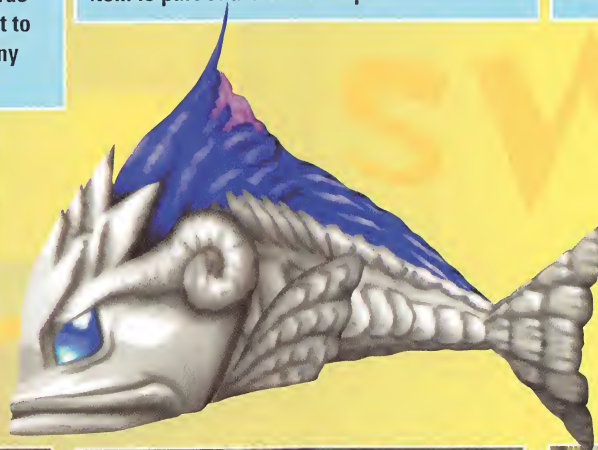
The round slabs that smash you into the spikes sink into the water. Now the Water Temple Rafter can use his raft. He rewards you with his Red Treasure Chest. Open it to get the White Key. Now you can open any White Treasure Chest.



Open the White Treasure Chest next to the Crying Door to obtain a High-Pitch Pearl. This item is part of a broken harp.



Use the Strange Fruit twice to enter a Crying State, then go through the Crying Door. It leads to a dead end.



Now backtrack through the game to open the White Treasure Chests you passed over before. This one contains a Light Green Gem worth 10,000 AP.



Logs now flow down the channel from the water above the white switch. You can ride them or throw them at enemies.



Return to Pig Tribe's Hall in the Circus Village. This White Treasure Chest holds a Special Lunch.



This White Treasure Chest off the foreground seesaw in The Deep Forest is difficult to reach, but it holds a Blue Diamond worth 100,000 AP.



This White Treasure Chest between seesaws contains Magic Juice.



This White Treasure Chest near the Banshee contains a Special Lunch.



Use the Donglin Bell to go to The Forest Entrance. This White Treasure Chest contains Magic Water.



Further across the water, jump on this White Treasure Chest to obtain more Magic Water.



These two White Treasure Chests are close enough to reach from the same acorn. The White Treasure Chest on the right contains a Healthy Lunch. The one above the acorn yields a Large Lunch Box.



The highest White Treasure Chest contains a Light Green Gem worth 10,000 AP.



You need the Grapple to reach this White Treasure Chest in Ranch Summit. You gain a purple jug that increases the size of your Magic meter.



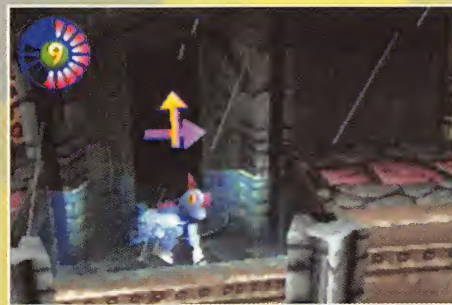
You also need the Grapple to reach this White Treasure Chest above the Ghost Door in Ranch Area. The reward inside is a Dark Yellow Gem worth 20,000 AP.



This last Treasure Chest from the Treasure Chest pile in Ranch Area contains a Special Lunch.



Make a flying leap to the left in the Squirrel Clothes from the highest chain in the Pipe Area to reach this White Treasure Chest. It contains a Blue Diamond worth 100,000 AP.



There are now just two Treasure Chests that you can't open—a Blue Treasure Chest in the Coal-Mining Town and a White Treasure Chest in Ranch Summit. You can get to them later in the game. Go to the Water Temple. Pass the Water Gate and get rid of the Crystal Crab. Swim through this door to a new part of the Water Temple.



Look inside the closed clamshell. You discover the Closed Clamshell Mermaid. She's very shy. You automatically give the Mermaid Scale to the Closed Clamshell Mermaid. In return for the Mermaid Scale, she sings you a song and gives you a 1/2-Spell of Force.



Enter this door beyond the Water Gate.

SWINE TOMBA!



Enter this blue door.



It's completely dark in the room beyond the blue door. A voice from the darkness explains that 20 Snow Fireflies would provide enough light to see in the room.



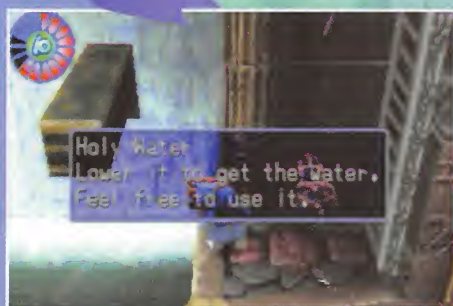
To the right of the blue door, jump on this Green Treasure Chest near the waterfall to get Magic Water.



Turn the Doka Pin Monsters into small slabs, then jump on the animal in this pool to pick up the Rare Crab. This is the last of the rare life forms for the Collector.



Jump on this switch below the pool with the Rare Crab. It forces water out of the pig statue's mouth above. Zippo suggests that you put something heavy on the switch, like a statue.



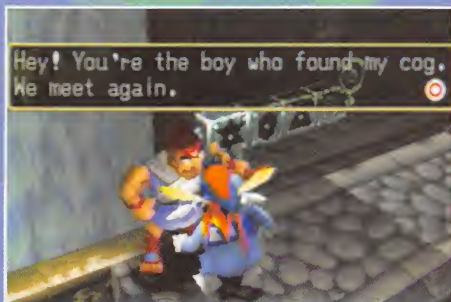
Read this sign next to the switch. The pig delivers Holy Water.



The White Treasure Chest above the pig faucet yields a Healthy Lunch, and there's another Magic Flower next to the pig faucet. Now return to the Town of the Fishermen to fill the Buckets with water for the Magic Flowers in both the Circus Village and the Water Temple.



Climb above the Rare Crab's pool to another ledge. There's a mouse's door there.



Talk to the Water Gate Operator. He needs three more gears for the crank. The crank pulls up the Minitta Tunnel, which shrinks anyone who passes through it. Win made the mechanism but forgot to provide enough gears. The gear shapes are just like those you've found elsewhere in the game.



Climb even higher in the Water Temple. You're too big to enter this door. The Blue Treasure Chest contains the Harp's Right Side.



Jump to the right of the small door. Use the Grapple to pull yourself up to this White Treasure Chest. It contains a Blue Diamond worth 100,000 AP.



Pop this Aquatic Plant with the Grapple. You get a message that all of the Aquatic Plants have been shattered.



Look inside one of the holes near the giant door. You automatically use a Pig Nose Panel to fit the hole. Do the same to the other holes.



You only have four Pig Nose Panels. You need one more for the final hole, which is in the door itself.



Climb to this ledge. A dark spot on the waterfall looks like a door. The arrows indicate that you can move into the waterfall.



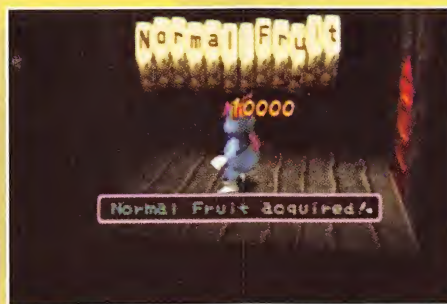
Enter the doorway in the waterfall to reach a room between the Water Temple and the Waterfall of the Heavens. This room's window is the hole that Zippo saw in the waterfall near the beginning of the game.



A light blue door with a swirling vortex opens in the middle of the room if you have the Ice Pig Bag. This vortex leads to the battle with the Evil Ice Pig. Leave the Evil Ice Pig alone for now so you can finish some more events in the Water Temple and elsewhere.



Use Magic Wings to go to the Town of the Fishermen directly, or use the Coal Mine Bell to transport to the Coal-Mining Town and travel to the Town of the Fishermen manually. Fill both Buckets with water at the faucet to turn them into Water Buckets.



On the way back to Circus Village, stop by the Pipe Area to enter the Laughing Door above the Trolley Entrance. The White Treasure Chest beyond the Laughing Door contains the Normal Fruit, which cures you of a Laughing or Crying State.



On your way through the Laughing Crying Forest, open this White Treasure Chest above the first Banshee to get a Healthy Lunch.



Use a Water Bucket on the Magic Flower in the Circus Village. It blooms and produces Magic Wings.



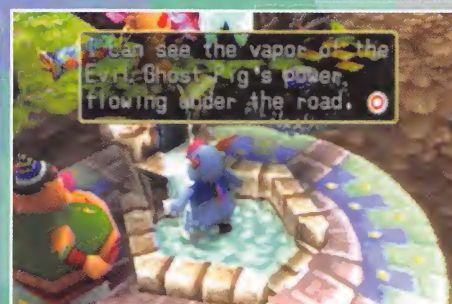
Use a Water Bucket on the Magic Flower in the Water Temple. It also blooms and produces Magic Wings.



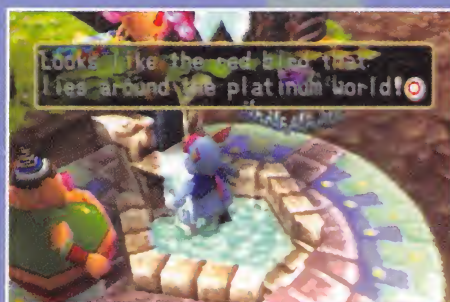
Go to the Circus Village fountain. Talk to the cherub in the fountain after you've made all the Magic Flowers bloom. He's willing to answer questions about the Evil Pigs.



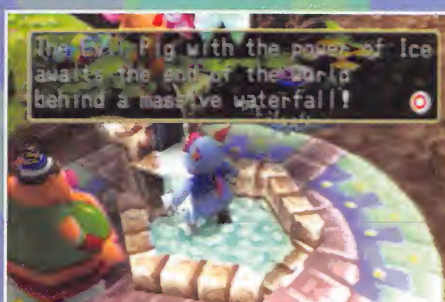
You automatically use the Clues in the fountain, and each time you do so, the cherub tells you where one of the Evil Pigs is hiding.



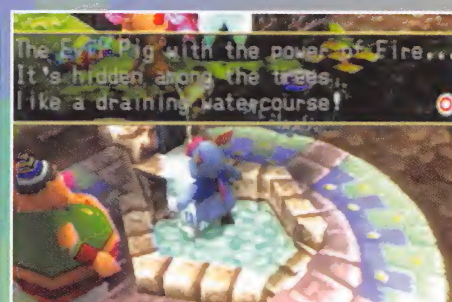
The cherub reveals the hiding place of the Evil Ghost Pig.



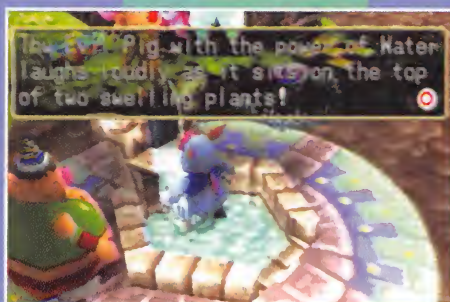
The cherub tells you where to find the Evil Earth Pig in this cryptic message.



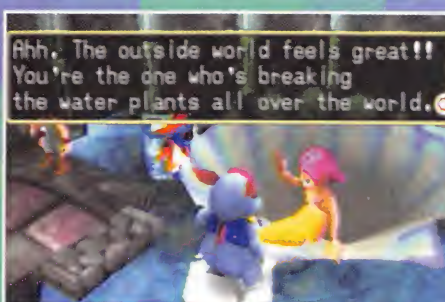
According to the cherub, the Evil Ice Pig's hiding place is behind the waterfall in the Water Temple. That's exactly where you saw the swirling vortex before.



The cherub tells you where you can find the Evil Flame Pig.



Finally, the cherub reveals the hidden location of the Evil Water Pig.



Explore more of the Water Temple. Go to the room with the Aquatic Plant Mermaid and talk to her now that you have destroyed all of the aquatic plants.



Enter the room next to the Aquatic Plant Mermaid to find the Water Temple Rafter. He tells you about the Mini Temple inside the Water Temple.



Follow the second channel of water from the Aquatic Plant Mermaid's room. Continue to swim upstream, avoiding both the logs and Water Pigs. You find another locked black door on this ledge.



Continue to swim upstream. Use the Grapple to reach this Blue Treasure Chest near the top of the waterfall from which the logs flow. It contains Magic Juice.



Reach this ledge high up in the Water Temple.



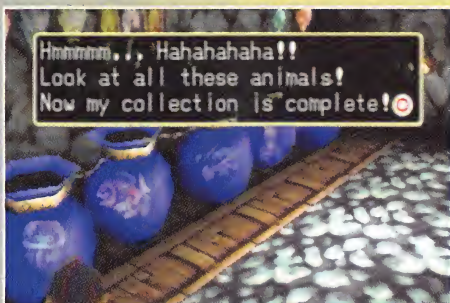
Move forward from the ledge toward the Big Fish. The Water Tank Mermaid appears and tells you that you must wake the Big Fish to find the Evil Pig Bag in the Water Temple.



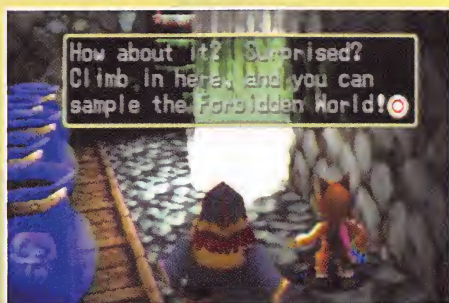
The Water Tank Mermaid explains that she can wake the Big Fish with her harp. Unfortunately, the Evil Pigs broke her harp into four pieces: Harp's Right Side, Harp's Left Side, High-Pitch Pearl, and Low-Pitch Pearl.



Right below the waterfall, you find the Low-Pitch Pearl. Ride down the waterfall from above to collect it.



Use the Donglin Bell. Then cross through The Forest Entrance to Kujara Shed. Climb down the ladder to Ranch Summit. Talk to the Collector. You automatically give him the Rare Crab, and the Collector puts it in the fifth water jug.



The Collector then creates a glowing light in his room. You automatically enter the light and also enter a Taboo State. In a Taboo State, you can move faster than ever before, and it lasts until you lose one Vitality point through damage. Walk through the white light again at any time to enter a Taboo State. When you are in a Taboo State you flash with a white light.



Go to the Sculptor's Hut and talk to the Sculptor. You tell him about the pedestal in the Water Temple. He gives you the Ice Statue for the pedestal.



Stand on the pedestal and use the Ice Statue. You place the Ice Statue on the pedestal. Now the Holy Water comes out of the pig faucet in a steady stream.



Use the Buckets near the pig faucet to collect Holy Water and turn the Buckets into Holy Water Buckets.



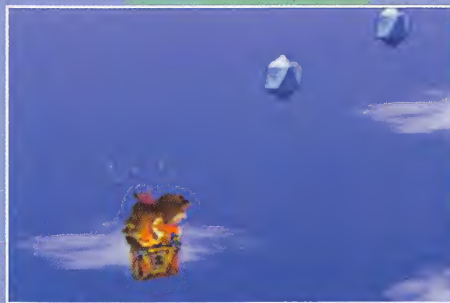
Use the Donglin Bell to return to The Forest Entrance. Go to the statue of Baron in the Laughing Crying Forest and use the Holy Water Bucket on the statue to revive Baron. Baron joins you and Zippo. Now you have the Baron, which allows you to go wherever you like whenever you like on Baron—it acts just like unlimited Magic Wings. Always use Baron to move between sections of the game.



Use Baron to go to the Ranch Area, but make sure you're in a Taboo State first. Climb to the Holy Tree and use the Holy Water Bucket on the Holy Tree to make it grow tall.



Climb the Holy Tree to reach an area with lots of Gems and Treasure Chests. You need Taboo State to get all the items. If you go all the way to the right, you reach the rope in the Ranch Area that dumps snow on you and turns you into a snowball. Collect as many of the Gems as you can. You can grab all of them, but it might take a few flights across the sky in the Squirrel Clothes.



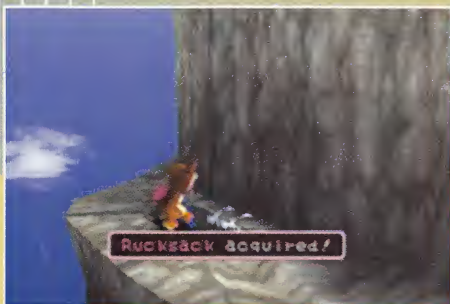
This first Red Treasure Chest in the sky above the Holy Tree contains Magic Wings.



The White Treasure Chest yields a Blue Diamond worth 100,000 AP.



This Blue Treasure Chest near the end of the expanse above the Holy Tree contains a Special Lunch.



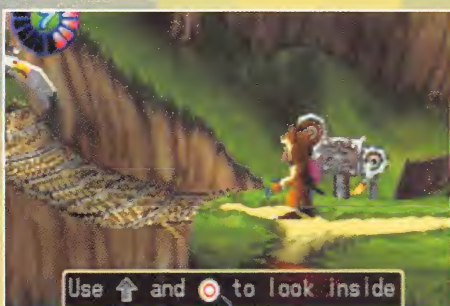
Make it all the way across the sky to find the Rucksack on a ledge.



Climb down the ladder next to the Rucksack. Enter the box to get the Taboo Mushroom. Now you can enter and leave Taboo State at will.



When you jump off the ledge where you obtained the Taboo Mushroom, you end up in the room with the Aquatic Plant Mermaid and the Traveler. Talk to the Traveler. You automatically give him the Rucksack, and he tells you about the fourth tower, the Golden Tower.



Go to the Town of the Fishermen. Look inside this winch to get the Star-shaped Cog.



Go to Kujara Shed. Look inside this winch to get the Hexagon Gear.

EVIL SWINE



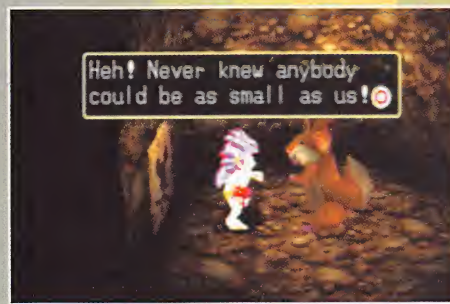
Go to the Circus Village Control Shed. Examine this winch to get the Triangle Gear.



Talk to the Water Gate/Minitta Tunnel Operator after you obtain the three gears he needs. You automatically give him the Star-shaped Cog, Hexagon Gear, and Triangle Gear.



The man raises the Minitta Tunnel. You automatically enter and becomes Mini Tomba, a tiny version of yourself without any special clothes.



You also automatically enter the Tiny Mouse's House on the other side of the Minitta Tunnel. The mouse inside gives you the Minitta Bell to fly back to the Minitta Tunnel any time.



Change back to regular Tomba by entering the Minitta Tunnel in the opposite direction and shoot the Doka Pin Monsters above. That way, the slabs they leave behind provide a way for Mini Tomba to make it to the small opening above.



Transform to Mini Tomba and jump to the highest slab, but be careful not to fall down the waterfall to the left. Mini Tomba is too small to jump back up to the Minitta Tunnel, even in the Taboo State.



Now you can enter the small opening in the gate.



You can enter the Mini Temple straight ahead, but go through the opening to the left to reach a different section of the Water Temple. At this size, you can enter all of the tiny doors in the game. Backtrack through the game to explore the rooms behind those doors.



Jump in the water to return to the beginning of the Water Temple area. Follow the path back to Circus Village and enter the Tiny Mouse's House on the second level. Talk to the mouse with the blue tail to learn that mice with blue tails are the Bluesies.



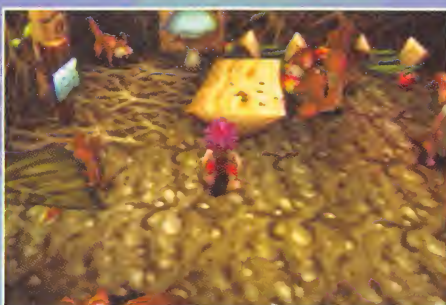
Leave Circus Village through the cave to The Deep Forest. Enter the Tiny Mouse's House above the opening to the Treasure House. The name of the mouse inside is Whitey because of his white tail.



It's just too hard for Mini Tomba to make it through Donglin Forest, so use the Coal Mine Bell to travel to the Coal-Mining Town. Travel to the Ranch Area and enter the Tiny Mouse's House below the Lift Shed. The mouse with the red tail is Reddy.



Use the Coal Mine Bell again to save some steps. Enter the Tiny Mouse's House in the Pipe Area. Pick up the 1/2-Pot of life, then talk to the mouse. He tells you that the mice with the colored tails have important roles.



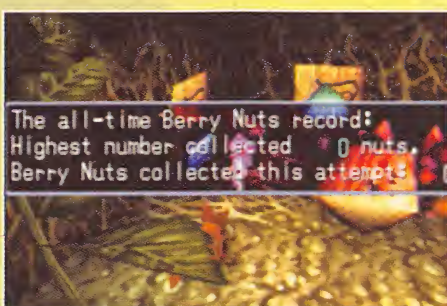
Finally, enter the first mouse's door you discovered in the Town of the Fishermen. The Mouse's House is full of mice engaged in various activities.



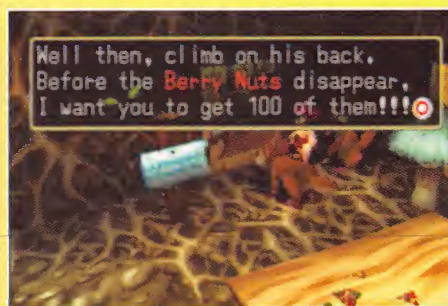
Examine the Adventurer's Chest in the corner. You need 2,000,000 AP to open it. When you do, you obtain the final Pig Nose Panel.



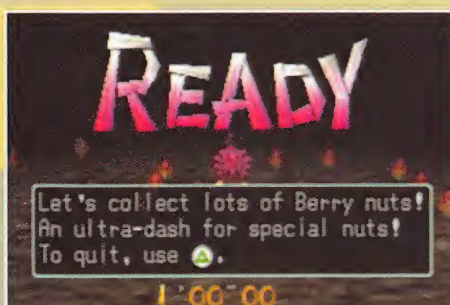
Talk to the mice in the Mouse's House. Most have nothing important to say, but this sleeping mouse mentions a red bird.



Read the sign to see the record for collecting Berry Nuts. This sign indicates that there is another mini-game coming up soon.



Talk to the mouse in the corner to reveal the purpose of the mini-game: collect 100 Berry Nuts before time runs out.



Some Special Nuts make you go faster. Pick them up to gather a lot of Berry Nuts in a short time.



The game is like those classic games in three dimensions. Just move the mouse over the Berry Nuts to collect them.



When you collect 100 Berry Nuts, the mini-game stops automatically.



When you complete your first mini-game, the mouse gives you the Minitta Mushroom, which lets you switch between Mini Tomba and yourself at will so you don't have to use the Minitta Tunnel.



After the first game, you automatically give the Spoon to the mouse so he can remove the mushroom that blocks the way to the second Berry Nut field.



Collect enough Berry Nuts for a new record. Unfortunately, the mouse still needs more Berry Nuts.



You need 200 Berry Nuts in one minute to make the mouse happy. When you achieve that goal, the mouse gives you a Golden Star.



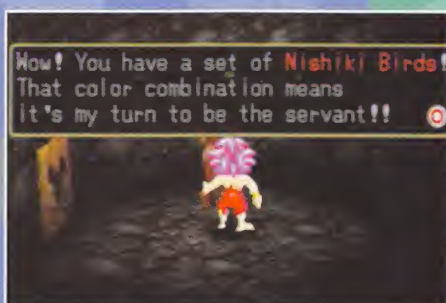
Use the Minitta Mushroom, then enter the Mini Temple and talk to the mouse there. He explains that two Nishiki Birds and their two servant mice are supposed to be there. He gives you Nishiki's Wings to bring you and the Nishiki Birds back to the Mini Temple.



Use the Coal Mine Bell to travel to the Coal-Mining Town. Go to the Town of the Fishermen and climb the tree to the Bird's Nest. You automatically use the Nishiki's Wings to return with the Nishiki Birds to the Mini Temple.



Talk to the mouse again in the Mini Temple. He tells you to bring back the next servants of the Nishiki Birds.



Use the Coal Mine Bell to travel to the Coal-Mining Town. Hop in the cart to go to Kujara Ranch. Enter the Tiny Mouse's House below the Lift Shed. Talk to the mouse with the red tail. He leaves to go to the Mini Temple. (If you picked up the White Chicks or Blue Chicks earlier in the game, talk to the mouse with the similarly colored tail to send him to the Mini Temple.)



Use the Minitta Bell to return to the Minitta Tunnel. Use the Minitta Mushroom or the Minitta Tunnel to change from Mini Tomba to yourself. Climb to the ledge with the small opening and use the Minitta Mushroom to change back to Mini Tomba. Talk to the mouse in the Mini Temple again. He congratulates you on your hard work.



Use the Minitta Bell to reach the Minitta Tunnel. Hop on the Doka Pin Monsters or turn them to slabs to reach the door with the hole for the Pig Nose Panel. Push forward toward the door, and you automatically use the Pig Nose Panel.



The door opens, and you automatically enter the Golden Tower.



Climb the stairs until you reach the old pig. Talk to him, and he asks to see your Adventure Journal. He doesn't offer any information, but he does congratulate you on your work so far.



Go to the Water Tank Room. Find the last piece of the harp (Harp's Left Side) there.



Now that you have all four of pieces of the Harp, go to the Big Fish and talk to the Water Tank Mermaid. You automatically give her the Mermaid's Harp. She plays her instrument, and the music wakes up the Big Fish.



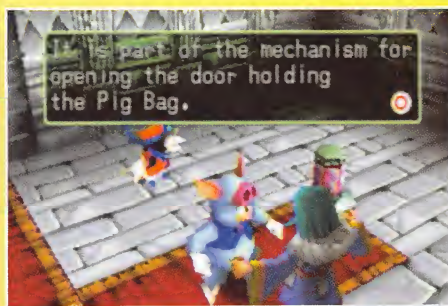
The Big Fish swims up the waterfall, then the Great Temple appears before your eyes.



Enter the Great Temple. Move toward the Great Temple Keeper, and he automatically talks to you.



The Great Temple Keeper tells you to crack the Kokka Bird egg. Jump on it to crack it.



The Great Temple Keeper explains the mechanism that opens the door to the Evil Pig Bag.



Talk to the Great Temple Keeper when he's standing near the empty stand for the second Mystery Reflector. You automatically put the Mystery Reflector on the stand.



When pink light from the skylight hits the Mystery Reflectors, the door in the pig's mouth opens to reveal a secret chamber.



Enter the chamber and pick up the blue Water Pig Bag. Now you have all five Evil Pig Bags.

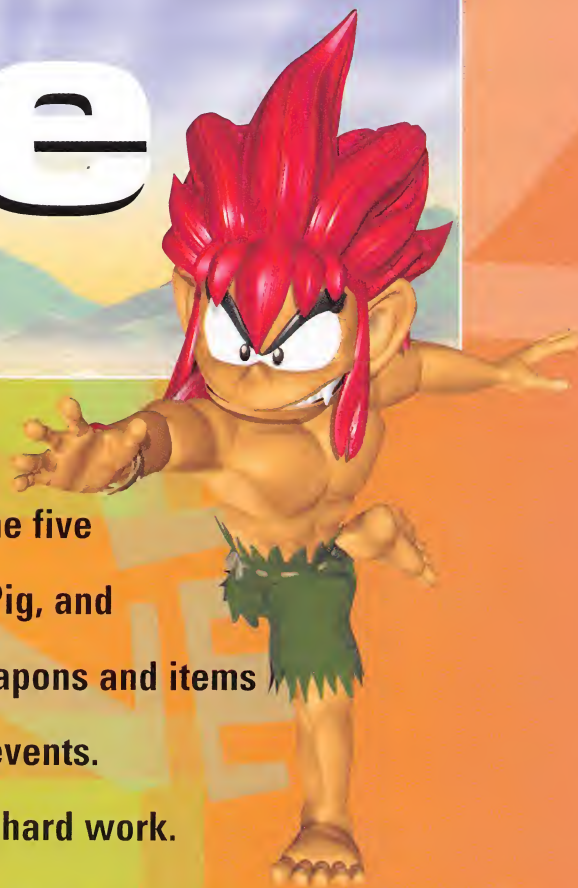


When you pick up the Water Pig Bag, a door rumbles and opens in the Great Temple.



Go through the new door in the Great Temple. The passage beyond leads to the door with the fish in the Waterfall of the Heavens. Now you can pass directly from The Starting Beach to the Water Temple.

Finale



The Finale is the culmination of everything you've seen and done so far. You capture the five Evil Pigs, discover the sixth and final Evil Pig, and defeat him too. You also obtain special weapons and items from the three towers and finish all of the events.

An appropriate celebration follows all this hard work.



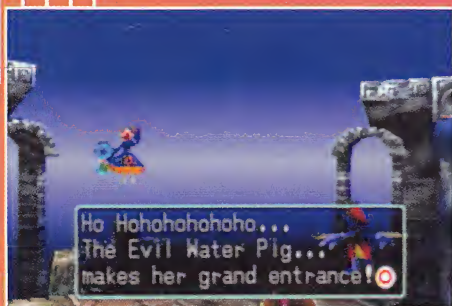
Now that you have all the Evil Pig Bags, go after the Evil Pigs one by one. Use the Grapple to attach to the ledge above the stalactite in the Waterfall of the Heavens.



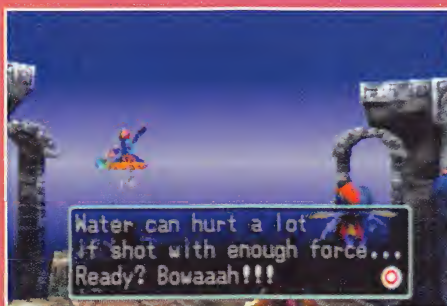
Pull yourself up to the hidden niche and use the Grapple again to get on top of the cliff. The door to the Evil Water Pig appears.



Enter the swirling vortex to reach a special location. You automatically throw the Water Pig Bag into the air to ready it for catching the Evil Water Pig.



The Evil Water Pig finally appears in her waterfall retreat.



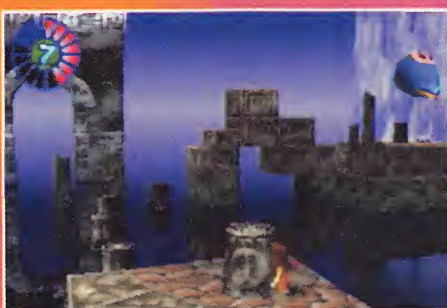
The Evil Water Pig taunts you repeatedly.



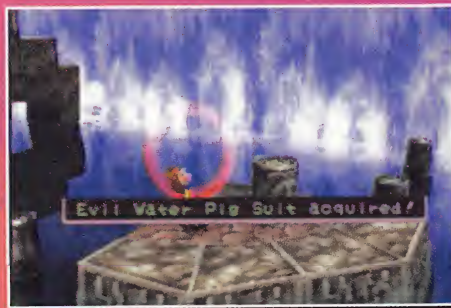
Wait for the Evil Water Pig to appear next to you. Jump on her head, then throw her into the opening of the Water Pig Bag.



Unfortunately, the Evil Water Pig breaks out of the bag. Trap her in the bag again.



The Evil Water Pig breaks out of the bag a second time. This time, she makes a part of the terrain disappear so that it's more difficult to move around the arena.



Throw the Evil Water Pig into the Water Pig Bag a third time, and she stays there. You receive the Evil Water Pig Suit, which allows you to perform magical water attacks. Such attacks decrease your Magic points, but they eliminate all enemies nearby. You can always grab and toss enemies normally to replenish your Magic points.

TOMB



Your actions lift the Evil Water Pig's curse from the Water Temple.



The blue door to this arena disintegrates after your victory.



After you defeat an Evil Pig, its associated Pig Bag gets crossed out on the Status screen of the Adventure Journal.



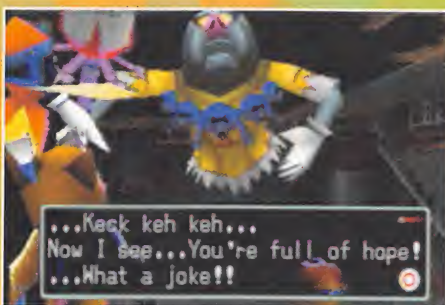
Go to the Pipe Area of the Large Mine Underground. Drop to the lowest pipe, and the yellow Evil Ghost Pig door appears underneath the pipe.



Use the Grapple from the end of the pipe near the Tower of Courage to reach the door.



Glide into the door. You automatically use the Ghost Pig Bag and set it up for the capture of the Evil Ghost Pig.



The Evil Ghost Pig tries to scare you.



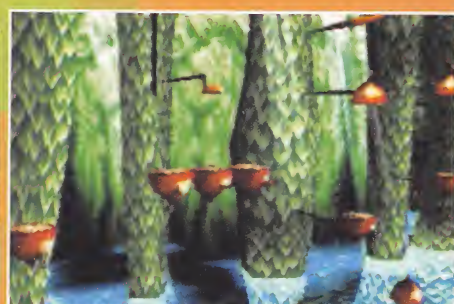
The Ghost Pig throws Ghosts at you to keep you away from him.



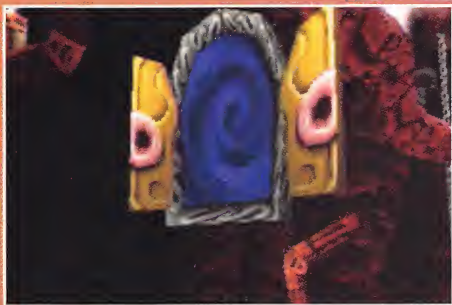
Unfortunately, you must throw the Evil Ghost Pig at the Ghost Pig Bag from in front of it, rather than behind it. This makes the toss more difficult.



As with the Evil Water Pig, it takes three captures for the Evil Ghost Pig to disappear. When you get rid of the Evil Ghost Pig, you obtain the Evil Ghost Pig Suit, which boosts your Vitality by one point every time you eliminate an enemy with its magic.



The Evil Ghost Pig's curse lifts from the Donglin Forest.



The yellow door disintegrates after your victory over the Evil Ghost Pig.



Go to the Ranch Area. The green Evil Earth Pig door appears above the seesaws near the Kokka Birds.



Use the Grapple to reach the door and swing inside.



You automatically use the Earth Pig Bag and set it up to capture the Evil Earth Pig when he appears.



The Evil Earth Pig has a particularly bad temper.



Watch out for the spikes that the Evil Earth Pig sends from above. Jump on the Evil Earth Pig in a place where you have a clear line of sight to the Earth Pig Bag. If terrain gets in the way, the Evil Earth Pig just bounces back.



The Evil Earth Pig sometimes splits in two. Grab one of the twins and throw it at the other to put the Evil Earth Pig back together.



When you finally capture the Evil Earth Pig three times, you get the Evil Earth Pig Suit. This Suit provides a special attack—spikes fall from the sky on your enemies when you use it.





The curse of the Evil Earth Pig lifts from the Circus Village. In particular, the circus stars change from pigs to humans.



The green door disintegrates.



Climb to the top of the ice pole in the Ranch Area to find this Red Treasure Chest. It contains a Light Green Gem worth 10,000 AP.



Go to the Donglin Forest. You might have noticed this opening in The Forest Entrance before. Put on the Swimming Pig Suit and swim through the opening.



The red Evil Flame Pig door appears inside the cave.



You automatically use the Flame Pig Bag. You set it up near the volcano before the Evil Flame Pig appears.



Watch out for the Evil Flame Pig's flaming boulders.



It takes three tosses into the Flame Pig Bag, and you earn the Evil Flame Pig Suit. The Suit sends a fireball toward the nearest enemies when you use it.



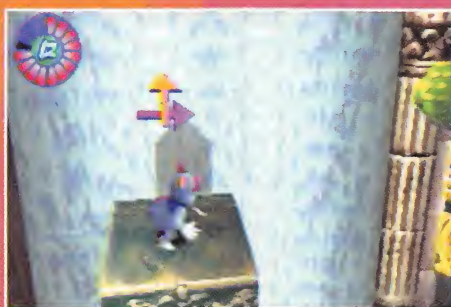
When you defeat the Evil Flame Pig, the flames and lava disappear from the Pipe Area.



The red door disintegrates after you capture the Evil Flame Pig near his volcano.



Swim through the cave to enter the Laughing Crying Forest.



Go through the door in the waterfall in the Water Temple. You've already discovered the light blue Evil Ice Pig door on the other side.



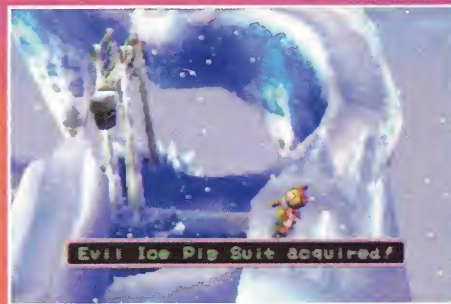
Jump into the vortex. You automatically use the Ice Pig Bag and set it up in the middle of the Evil Ice Pig's wintry habitat.



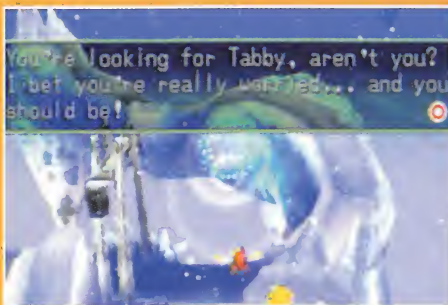
The Evil Ice Pig explains the effect of his magic. Remember when the Pig Ice Candy Vendor in the Circus Village asked you for Ice Candy? You can use the Evil Ice Pig's magic to make enemies into Ice Candy.



Watch out for the Evil Ice Pig's snowballs. They roll along the track and bowl you over if you get in the way.



Throw the Evil Ice Pig into the Ice Pig Bag three times to obtain the Evil Ice Pig Suit. Now you can make Ice Candy out of your enemies.



When you capture the fifth Evil Pig, a sixth Evil Pig teases you and challenges you to find him.



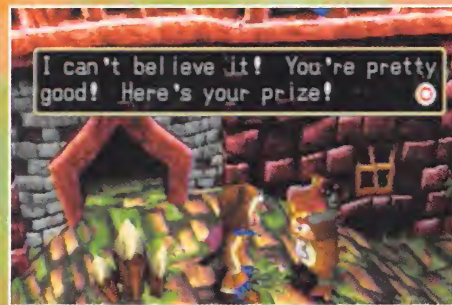
The Evil Ice Pig's curse leaves the Kujara Ranch. All of the ice and snow go along with it.



The light blue door disintegrates after you defeat the Evil Ice Pig.



Now you must tie up loose ends in the game and finish some outstanding events. Go to the Ranch Area. Throw an enemy into the bottom hole near the Lift Shed. Ima pops out of the top hole.



Jump on Ima, and she gives you the final Snow Firefly.



Go to the Operations Room in Ranch Summit and talk to the girls. They want you to play another game.



They each make a statement about something in the game. Before the girls make their statements, they give you the Badge of Liars to bestow upon the best liar. Use the Badge of Liars on the girl who's not telling the truth. Find the liar three times to win the game.



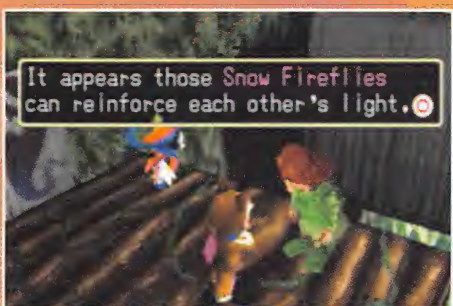
The third test is tricky because the girls ask you to watch them throw balls back and forth. The liar is the girl who says she doesn't have a ball since all three girls caught at least one.



After you play the game with the girls, they give you a 1/2-Spell of Force. Now you have the full Spell of Force.



Go to Donglin Forest. Talk to the Donglin Researcher near the Snow Firefly cage, and you automatically give him the last Snow Firefly.



The Snow Fireflies are so bright that the Donglin Researcher covers the cage with a shade. You automatically give the Light Cutting Box to the Donglin Researcher. He puts the Snow Fireflies in the Light Cutting Box to turn it into a Snow Firefly Box.



Go to the Water Temple and enter the blue door that leads to the dark room. You automatically use the Snow Firefly Box to light the room.



When the man opens the Chest of Wisdom, you earn a 1/2-Spell of Wisdom.



Use the Evil Ice Pig Suit to turn an enemy into Ice Candy.

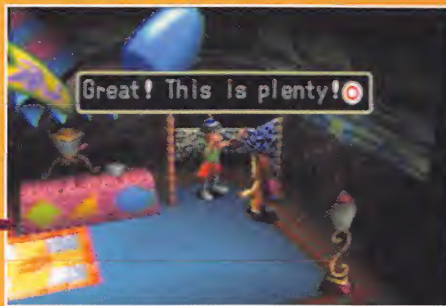


Go to the Ice Candy Vendor in the Circus Village. Talk to him, and you automatically give him the Ice Candy. Unfortunately, he wants a lot more.

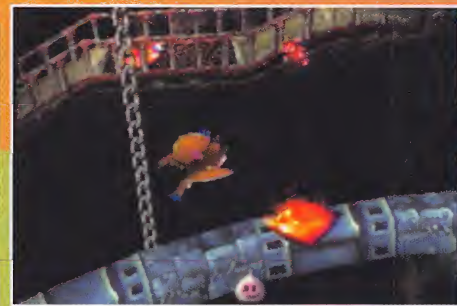


The Town of the Fishermen is the best place to make Ice Candy out of enemies. You can usually turn two Winged Pigs into Ice Candy at the same time near the see-saws. Use the magic in the Evil Ice Pig Suit when both Winged Pigs are visible on the screen. Jump on other enemies to regain your Magic points when they get low, or use the Magic Water/Magic Juice. Pick up the Ice Candy quickly because it's only visible for a few seconds.





Go to the Circus Village. Talk to the Ice Candy Vendor after you collect 30 servings of Ice Candy. That amount satisfies the Ice Candy Vendor.



The Ice Candy Vendor gives you the Pig Bullet, which shrinks the different types of pigs in the game dramatically. Shoot the Pig Bullet at a Flame Pig, then jump on it to collect a Tiny Flame Pig. You can only collect one of each type of pig. If you use the Pig Bullet on any other pigs of that type, they just disappear.



Go to each area of the game to collect the different types of pigs. Get a Tiny Flying Pig in the Town of the Fishermen by shooting the Pig Bullet at a Winged Pig. Pick up a Tiny Ice Pig in the Kujara Ranch, a Tiny Ghost Pig in the Donglin Forest, and a Tiny Water Pig in the Water Temple.



Visit the Ice Candy Vendor after you collect all of the tiny pigs. Use each of the five tiny pigs on the Ice Candy Vendor, and you give them to him.



The Ice Candy Vendor shows you a trick with the tiny pigs—he juggles them. Now he can join the circus since he has a trick to perform. He gives you a Blue Diamond worth 100,000 AP as thanks.



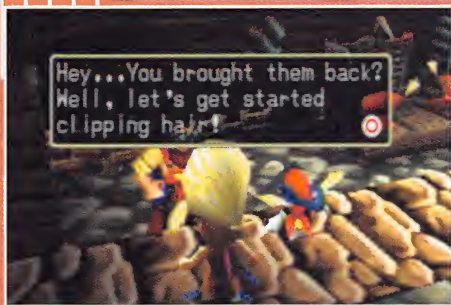
Go to the Summit Shed in Ranch Summit and talk to Pham. He tells you about his missing Kujaras and asks you to find them for him.



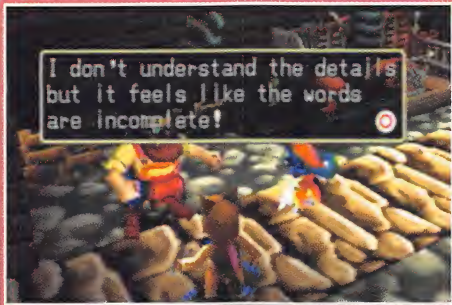
Jump on this first Kujara across the gap in Kujara Shed. Take it back to Pham. Talk to Pham, and you automatically give him the Kujara.



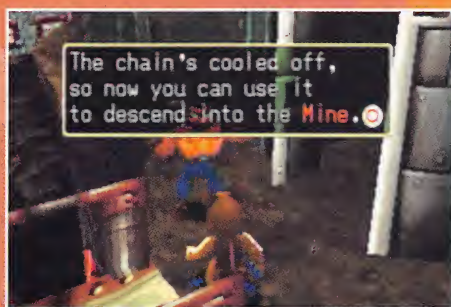
The second Kujara leaps around at the bottom of the ladder to Kujara Shed. The Kujaras have gone to the same places where they were frozen in ice blocks earlier in the game. Take this Kujara to Pham, and talk to him to give it to him.



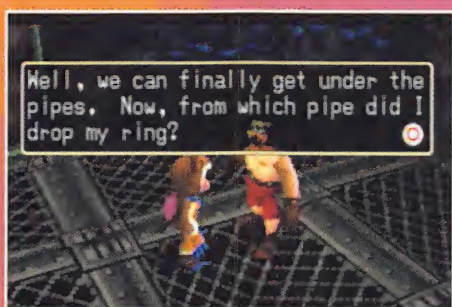
You find the third Kujara near the entrance to the Sculptor's Hut. Take it back to Pham, and talk to him to give it to him.



As a reward for your help, Pham gives you a 1/2-Spell of Wisdom. Now you have the full Spell of Wisdom.



Talk to this Miner near the entrance to the Coal-Mining Town. He tells you about the Mine.



Talk to the Miner on the grate near the signpost in the Coal-Mining Town. He tells you about his lost ring.



Things have cooled off in the Coal-Mining Town. You can finally reach this Blue Treasure Chest in the Underground Machine Room. It contains Magic Juice.



Since there's no more lava in the Pipe Area, climb down the chains into the Mine. Try the chain that held the Power Coal in a Red Treasure Chest. It takes you to this part of the Mine.



Enter this opening near the place where you just entered the Mine.



You find a secret room with a Special Lunch and Magic Juice.



Farther down the path, descend this ladder. You discover two Magic Wings on the ledge below.



Read the sign next to the red door, then go through the door.



You end up outside the black door that was previously locked in the Circus Village. All of the black doors in the game opened when you defeated the Evil Flame Pig.



Return to the Mine from the Circus Village. Enter the opening to the left to reach another part of the Mine.



Climb the chain in the opening to the right. It leads to the pipe where you picked up the Ice Boomerang. Descend the chain to reach the Mine again.



Read the sign and enter the red door.



This location looks familiar from your travels through the Water Temple. Return to the Mine through the black door.



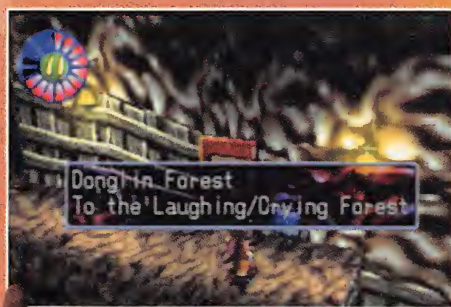
Climb the chain in this opening to reach the Trolley Entrance. There are no other places to explore in that part of the Mine, so try some of the other chains.



Descend this chain that lifted the Ice Boomerang tray.



You discover a new part of the Mine.



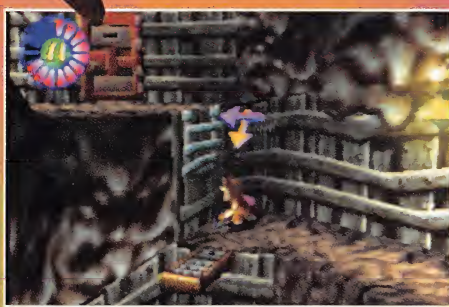
Read the sign and enter the red door.



This black door is at the end of the Laughing Crying Forest where you picked up the Grapple. Enter the black door to further explore the Mine.



Climb down two ladders to this ledge.



Reach this junction in the Mine.



Climb the ladder to the left of the junction. Read the sign and enter the red door.



This black door should be familiar. It was the first one you found in the game. Go back to the Mine through the black door.



The chain in the opening to the left of the red door leads to the metal drawbridge. In fact, this chain raises the drawbridge. Return to the junction in the Mine.



There's just one more opening in this part of the Mine.



Climb the chain inside the opening to this place near the Tower of Courage. You have now climbed up or down every chain but one.



Lower the metal drawbridge and climb down this final chain.



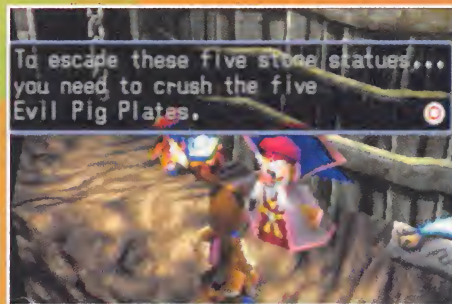
It's Kainen again. Talk to him, and he tells you about the Final Evil Pig and hands you the black Final Pig Bag. This Pig Bag gives you infinite Magic points.



Read the signpost. The name of this section of the game is ...???



Talk to Kainen again. He opens the nearby door.



Kainen tells you about the five Evil Pig Plates. The magic from each of the Evil Pig Suits crushes the associated Evil Pig Plate.



Before you confront the Final Evil Pig, there are still some more events to complete. In particular, the three towers contain powerful weapons. Enter the Tower of Courage.



Enter the Crying Door on the first floor, the first Laughing Door on the second floor, and the Crying Door on the third floor. Now you're back at the point where you were stuck before. Use the Minitta Mushroom and enter the tiny door. It leads to the fifth floor of the Tower of Courage.



Enter the Laughing Door to reach the Top floor of the Tower of Courage.



Open the Green Treasure Chest to obtain the Glacier Boomerang—a more powerful version of the Ice Boomerang.



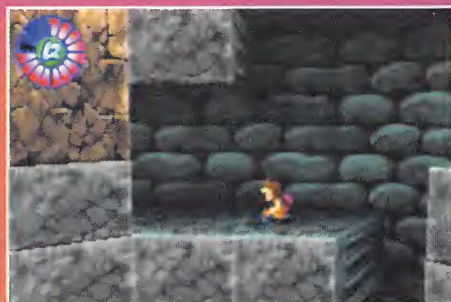
Rather than change your state to pass through each floor's special door, use the Baron to travel to the Ranch Area. Stop on this ledge.



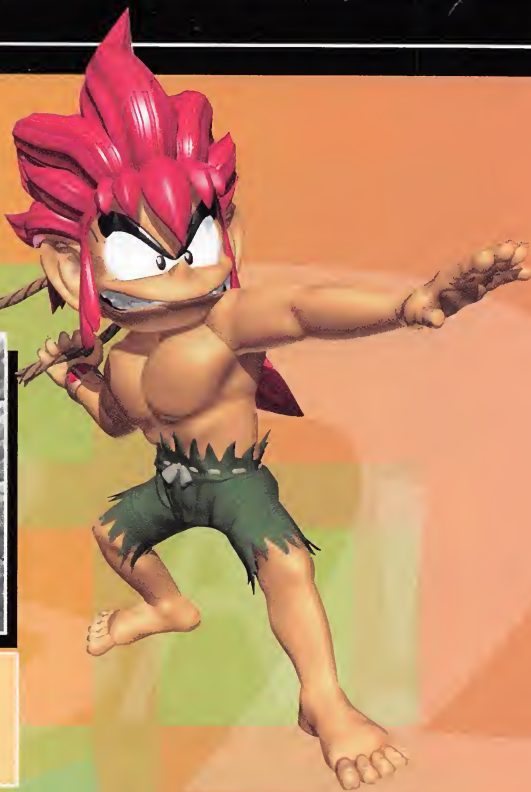
The bricks peeking through the stone reveal the door to the Tower of Strength. Use the Spell of Force to both reveal the door and open it.



The walls of the Tower of Strength are made of solid stone. They form a cylindrical maze with places to go up and down as you rotate around the Tower.



Fortunately, the maze is not difficult. Go left from the door until you see the cracked stones.



Go down from there and turn left at the branch until you reach the base of the Tower of Strength.



Stay close to the base of the Tower until the stones lead upward. Follow the path until you reach the left side of the cracked stones



Hop above the cracked stones to reach a Blue Treasure Chest. It contains the Torch Hammer—a more powerful version of the Fire Hammer.



Shatter the higher cracked stone with the Torch Hammer. Do the same to the lower stone to make a shortcut to the door.



The Torch Hammer comes in handy in Ranch Summit because there are some stones that block your way. Smash these stones with the Torch Hammer. Each stone contains an item. The first stone in the section yields a Light Blue Gem worth 5,000 AP. This stone contains Magic Juice.



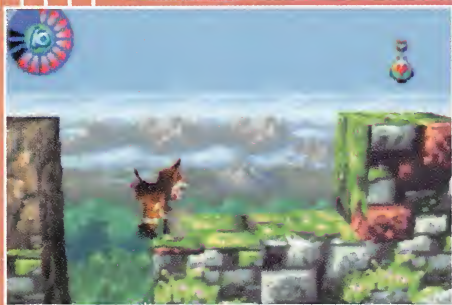
The stone beneath the Magic Juice stone contains a Blue Diamond worth 100,000 AP.



This stone near the Kujara Rancher yields a vial of Magic Water.



Go to Kujara Shed and glide across the gap to the left.



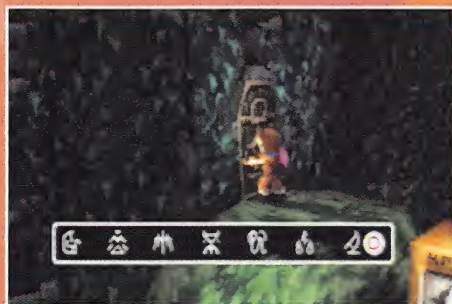
Continue with your stone demolition. The highest stone contains a 1/2-Pot of life. Now you have 15 Vitality points.



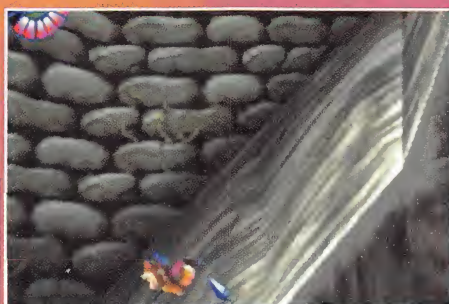
The first stone on the left contains a Special Lunch. The stone above the White Treasure Chest has a Light Blue Gem worth 5,000 AP. The White Treasure Chest itself contains another 1/2-Pot of life.



Finale



Use the Spell of Wisdom at this place in The Deep Forest to reveal and open the door to the Tower of Wisdom. You picked up the Rock Crab here earlier in the game.



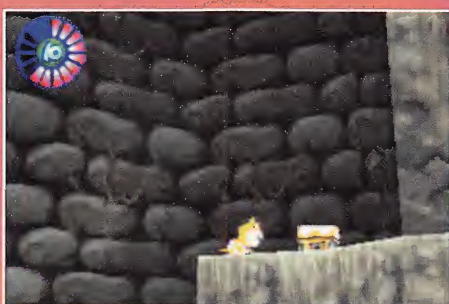
This Tower is another spatial puzzle. Climb the blocks. If you fall, you slide down the smooth slope until you return to the door.



You need the Grapple to pull yourself up to some of the blocks.



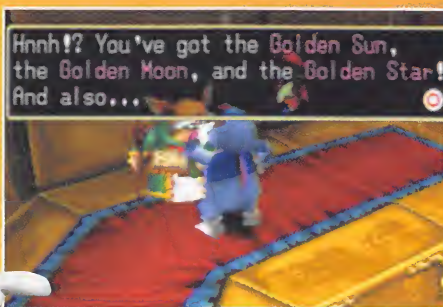
Use the Torch Hammer to smash this block.



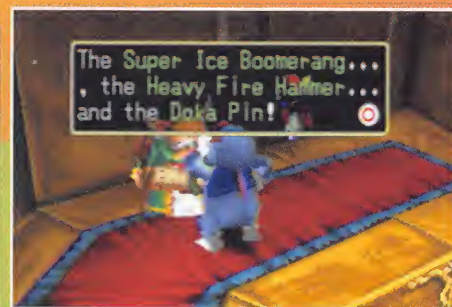
The White Treasure Chest under the block contains the Doka Pin. This item combines the Grapple and Blackjack into a special weapon that's perfect for most situations.



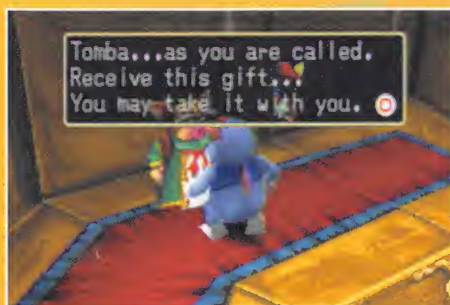
Go to the Ranch Area and high jump right from the pole near the beginning of the section. You can now see a Purple Gem (500 AP) and a Dark Blue Gem (1,000 AP) almost out of reach to the right of the pole. Use one of the Boomerangs to collect the Gems.



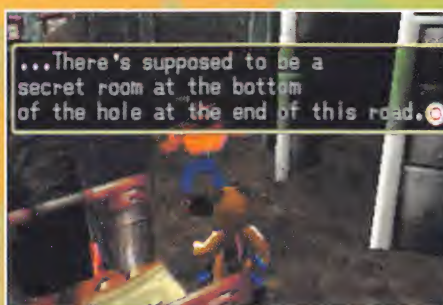
The old pig in the Golden Tower was very discouraging earlier in the game. He hinted that you needed to do more, but he wouldn't tell you what. Talk to him after getting the three special weapons from the towers. First, he finally acknowledges the Golden Sun, Golden Moon, and Golden Star. These objects prove that you completed the mini-games.



Second, he acknowledges the Glacier Boomerang, Torch Hammer, and Doka Pin. These weapons prove that you found all three secret towers and discovered their mysteries.



All of your hard work pays off, and the old pig treats you almost as the savior of his people because of your great experience. He gives you Golden Powder, which makes you invulnerable to enemy attacks.



Before you encounter the Final Evil Pig, you should find that Miner's Ring. This is the most difficult event to complete because the location of the item is almost impossible to find without a hint. Talk to the Miner in the Pipe Area near the door to the Coal-Mining Town. He mentions a secret room.



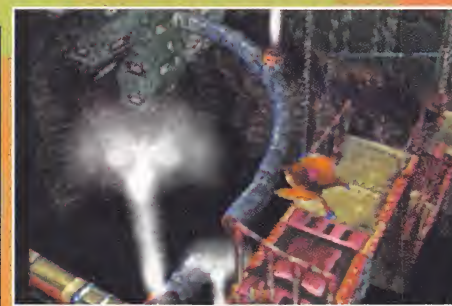
The Miner also tells you exactly how to get to the secret room, but he could be talking about any of the rooms in the Mine down the chains. In fact, he means that there's a hole near the chain that raises or lowers the metal drawbridge.



Climb down this chain that lowers the metal drawbridge, then make a leap of faith to the left toward the dark area between the brown spots. Guide yourself correctly and you end up in the secret room.



The secret room contains a Small Mud Clump and a mechanism to take you back to the Pipe Area. Pick up the Small Mud Clump. Stand on the pink pad and strike the mechanism with any Hammer.



You automatically end up high above the pipes on the catwalk to the Coal-Mining Town.



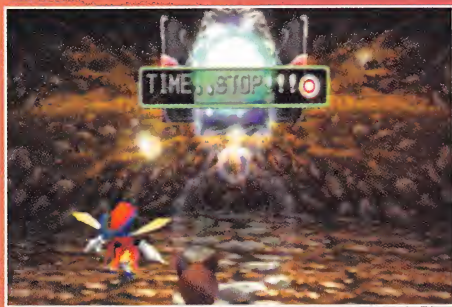
Enter the Coal-Mining Town and go to the Underground Machine Room. Use the Small Mud Clump on the Washing Machine to obtain the Miner's Ring.



Talk to the Miner who lost the ring. You automatically give him the Miner's Ring. In return for your efforts, the Miner gives you a Blue Diamond worth 100,000 AP.

Perfect Ending

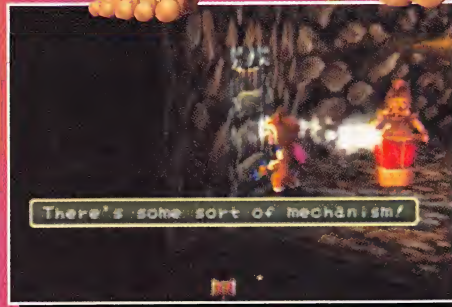
The rest of this walkthrough details the end game of *Tomba! 2 The Evil Swine Return* and the defeat of the Final Evil Pig. As soon as you enter the brown door next to Kainen, there's no turning back. If you've followed the walkthrough so far, you should have finished all but two of the triggered events (126 out of 128) and found all of the game's items and weapons. The remaining events and actions comprise the opening of the door to the Final Evil Pig and his defeat.



Go back to Kainen, then enter the door to the right. It leads to the ??? room. Immediately, the Final Evil Pig speaks from within the black door straight ahead. He takes you out of the Taboo State, then makes time stop for everyone except you and him.



He then makes five statues appear. Each statue represents one of the other Evil Pigs.



Look inside the Evil Flame Pig statue. The Evil Flame Pig Plate! event begins. Try to leave the room. The white light from the Evil Flame Pig statue holds the door closed.



Look inside the other four statues to trigger events with the corresponding Evil Pig Plates.



Approach the Evil Flame Pig Plate to the right of the statues. You automatically remember that Kainen suggested using pig magic to crush the Evil Pig Plates.



Look at your Adventure Journal. The Final Evil Pig has rendered all of your blue items unusable except for the Golden Powder. Fortunately, you can still use the pink items and the green items/weapons.

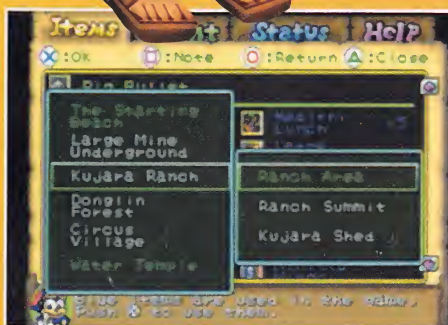
Finale



Wear the Evil Flame Pig Suit and use its magic to crush the Evil Flame Pig Plate. Both the white light and the Evil Flame Pig statue disappear. Now you can leave the ??? room.



Outside the room, everything has turned black and white. You can't talk to any characters, and your movements are limited to certain sections of the game. Your only goal is to find the Evil Pig Plates. Fortunately, you regain use of the Baron and Magic Wings.



Your choices are limited with the transportation items. You can't go to The Starting Beach or the Water Temple. Try the Ranch Summit section of the Kujara Ranch.



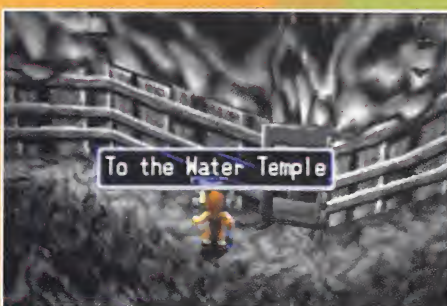
The Evil Ice Pig Plate is on the ledge where you found the Rare Squid. Wear the Evil Ice Pig Suit and use its magic to crush the Evil Ice Pig Plate.



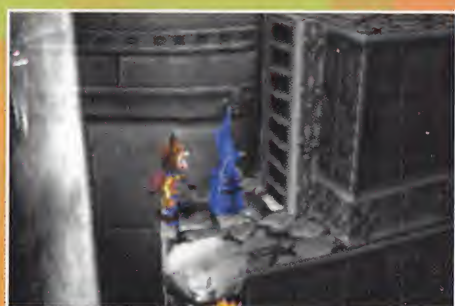
The Evil Ghost Pig Plate is on the next ledge up from the Crying Door in the Laughing Crying Forest. Wear the Evil Ghost Pig Suit and use its magic to crush the Evil Ghost Pig Plate.



The Evil Earth Pig Plate is right next to the signpost in the Circus Village. Wear the Evil Earth Pig Suit and examine the Evil Earth Pig Plate to crush it.



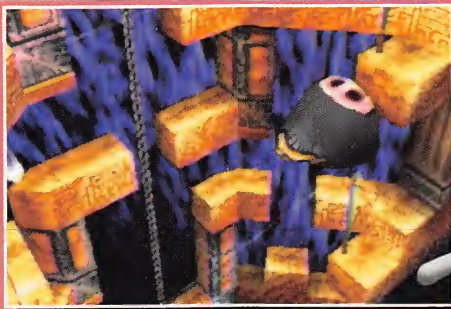
You can't use the Baron or Magic Wings to get to the Water Temple. Enter the black door in the Circus Village to get to the Mine, then find the door to the Water Temple in the Mine.



Go right from the black door until you reach this spot. The Evil Water Pig Plate is on the ledge. Wear the Evil Water Pig Suit and use its magic to crush the Evil Water Pig Plate.



Return to the ??? room and jump through the door.



You automatically use the Final Pig Bag. Now you can capture the Final Evil Pig when he appears.



The Final Evil Pig shows his ugly face.



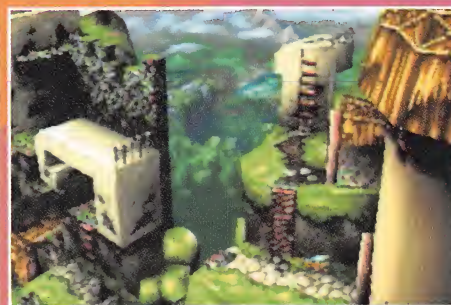
The Final Evil Pig isn't much harder to capture than the other Evil Pigs. The only difference is that it takes five tosses into the Final Pig Bag to capture him for good.



The Final Evil Pig hints from the Final Pig Bag that he might come back again someday.



You and Tabby are finally reunited.



The different areas of the game return to normal.



You clear the last of the 133 events.

EVIL SWINE



You, Tabby, Charles, and Zippo have a feast in Tabby's house to celebrate their victory.



Kain reviews your progress in the game.



Characters from the game gather in the Town of the Fishermen to send off you and Charles. Kain gives you a tuxedo, which you soon toss aside. You can take Tomba out of the jungle, but you can't take the jungle out of Tomba.



Finally, you and Charles ride away from the island in Win's newest invention.

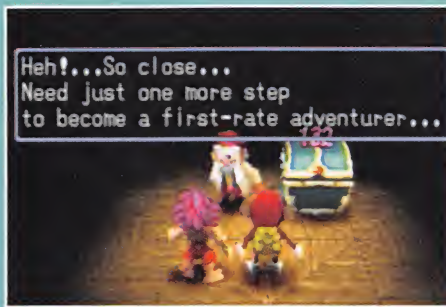


Secret Events and Alternate Ending

If you've played the first game in the series, you can access secret events in *Tomba! 2 The Evil Swine Return* that lead to an alternate ending. In each of these events, you earn proof of friendship from four characters who were important in *Tomba!*: a Dwarf, Witch Mizuno, Yan of the Hidden Village, and the 100-Year-Old Man. Witch Mizuno appears in Tomba's second adventure, but the other characters are foreign to newcomers. You must complete the events before you enter the ???? room. Otherwise, they become closed off to you when the Final Evil Pig stops time.



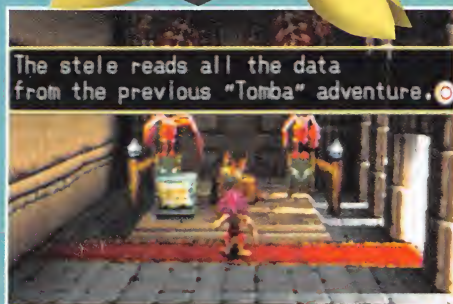
EVIL TOMBA SWINE



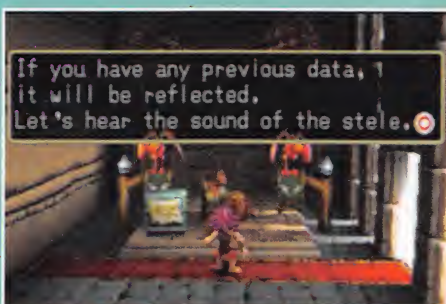
If you don't complete 133 events in *Tomba! 2 The Evil Swine Return*, Kainen chides you on your adventuring skills. You then go straight to the credits rather than seeing the final cartoon sequence in which Tomba and Charles leave the island after a party.



Fans of the original *Tomba!* receive a special treat in *Tomba! 2 The Evil Swine Return*. First, put a memory card with a save file from *Tomba!* in the other memory card slot, or copy the save file to the memory card you're using for *Tomba! 2*. Use the Minitta Mushroom to turn Tomba into Mini Tomba. Enter the Mini Temple in the Water Temple.



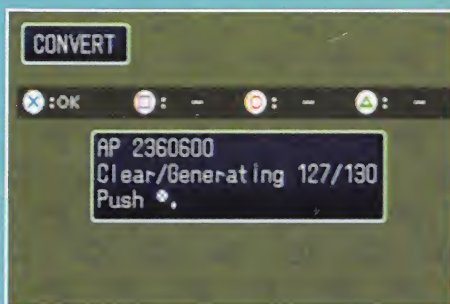
Talk to the mouse, and he refers to *Tomba!* data.



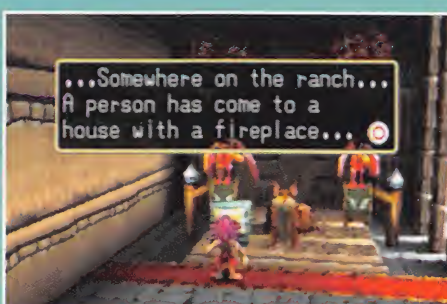
He tells you to read the stele.



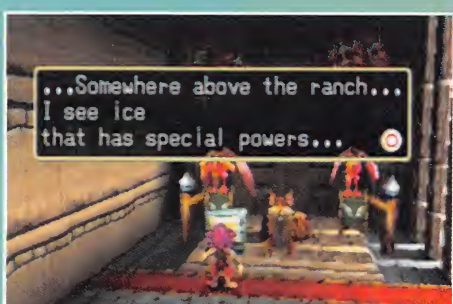
Read the stele, and you see this message.



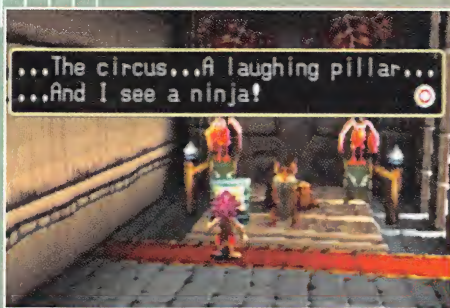
Confirm that you want the game to look on your memory card. A screen like this one appears with the best AP and event statistics of your save files from *Tomba!*.



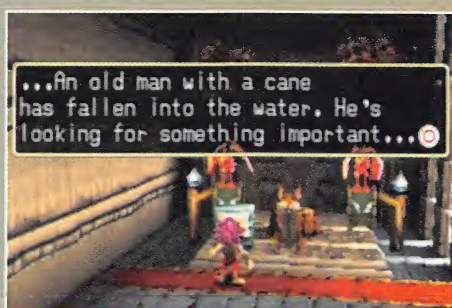
You see four messages, each of which points you to a new event. This first message refers to the Chimney Shed in the Ranch Area.



This message also points you to a location in the Kujara Ranch.



It's obvious from this message that you should return to the Circus Village.



This final message points you to the Water Temple to look for an old man.



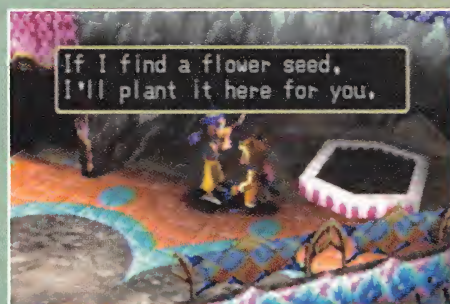
You can tackle these events in any order, but first go to the Chimney Shed in the Kujara Ranch.



Talk to the Dwarf in green. Both Dwarfs greet you. They're from the Dwarf Village in Tomba!.



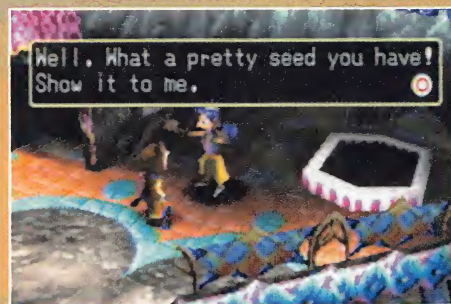
The Dwarfs are looking for seeds.



Go to the Circus Village and talk to the Flower Seed Circus Worker. She's also looking for a seed to plant.



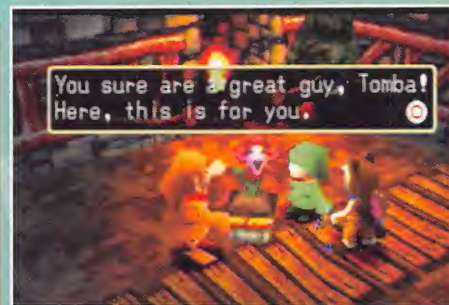
Pick up the Big Flower Seed where you land after gliding from the top of the Holy Tree.



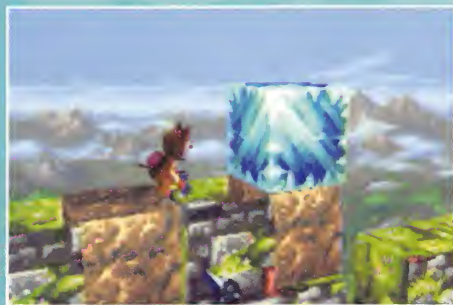
Talk to the Flower Seed Circus Worker again. Tomba automatically gives her the Big Flower Seed.



A flower blooms from the seed. It's one of the laughing/crying flowers from *Tomba!*.



The Flower Seed Circus Worker gives you the Petit-Face Flower. Go to the Chimney Shed. Talk to the Dwarfs, and Tomba automatically gives them the Petit-Face Flower. They present you with Dwarf's Proof and 100,000 AP.



Go to the Kujara Shed. You come across a giant ice block. Smash the ice with the Torch Hammer.



The ice block contains a mirror. Examine it to discover that it's a Vampire Mirror.



Go to Witch Mizuno's Hidden House in The Forest Entrance. Talk to Witch Mizuno, and Tomba automatically gives her the Vampire Mirror.



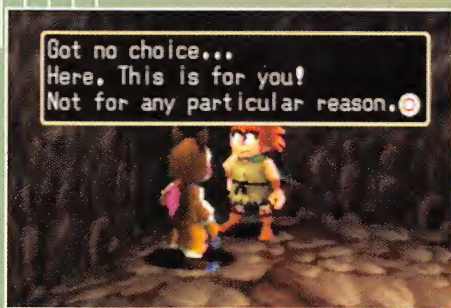
Witch Mizuno gives you 100,000 AP and Mizuno's Proof as a reward for returning her Vampire Mirror.



Go to the Circus Village and talk to the Pig Suit Child. He says some crazy things about a ninja and triggers the Yan of the Hidden Village event.



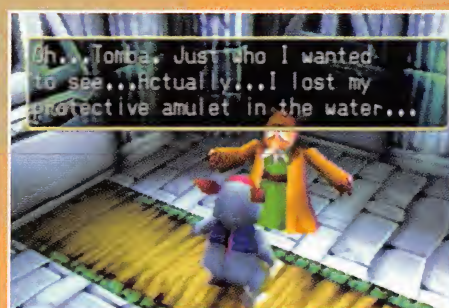
Yan of the Hidden Village is a character from *Tomba!* who likes to play hide-and-seek. Enter the Laughing Door. Yan is hiding behind some rocks.



Talk to Yan. He gives you Yan's Proof and 100,000 AP for discovering him.



There's just one more secret event. Go to the Water Temple. Enter the Crying Door to find this old man.



The old man tells you about his lost amulet. When you trigger the 100-year-old man event, you discover who this old man really is. He helped Tomba a lot in the first game.



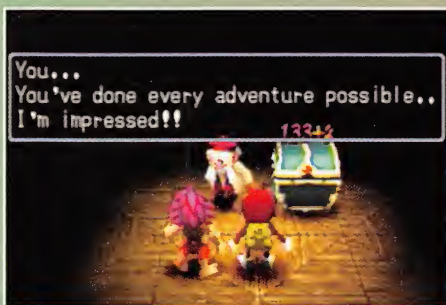
Pick up the 100-Year Amulet near the edge of this drop-off point in the Water Temple. You may have to high jump to go low enough in the water.



Talk to the old man again. Tomba automatically gives him the 100-Year Amulet. In return, he gives you 100,000 AP and the Old Man's Proof.



Return to the ??? room in the Large Mine Underground to defeat the Final Evil Pig as you would normally do if you had not found the secret events.



Kainen recognizes that you finished four special events when he evaluates your performance.



Kainen gives Tomba a red tuxedo in the alternate ending. That's the only difference between a game with 133 completed events and one with the full 137 completed events.

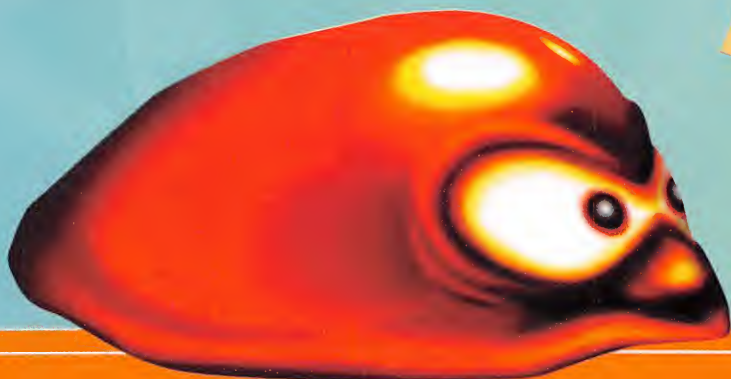


Items

There are three colors/types of items in *Tomba! 2*: green (equipped), blue (used), and pink (automatically used). The following tables list these items, their locations, and their uses for those who don't know what to do with a particular item in the game. There is also a table of the colored Gems in the game and their AP values.

Green Items

Item	Location	Use
Bird Clothes	Waterfall of the Heavens, from the Fisherman with the stuck line	allows Tomba to float slowly to the ground after a jump
Blackjack	start of the game	attacks enemies
Boomerang	Town of the Fishermen, on the rope bridge	attacks enemies and retrieves distant items
Doka Pin	Tower of Wisdom	combines the functions of the Grapple and the Blackjack
Evil Earth Pig Suit	Evil Earth Pig's lair	makes magic spike attacks
Evil Flame Pig Suit	Evil Flame Pig's lair	makes magic fire attacks
Evil Ghost Pig Suit	Evil Ghost Pig's lair	steals a Vitality point from enemies with magic attacks
Evil Ice Pig Suit	Evil Ice Pig's lair	makes enemies into Ice Candy
Evil Water Pig Suit	Evil Water Pig's lair	makes magic water attacks
Fast Pants	Waterfall of the Heavens, in the Red Treasure Chest in the Windmill Shed	allows Tomba to run faster
Fire Hammer	Ranch Area, from Santa Claus	attacks enemies, activates switches, and smashes blocks of ice
Glacier Boomerang	Tower of Courage	more powerful version of the Ice Boomerang
Grapple	Laughing Crying Forest, in a Blue Treasure Chest	attaches to objects, places, and enemies so Tomba can swing and pull himself up
Green Pants	start of the game	allows Tomba to run
Hammer	Trolley Stop, from Mole	attacks enemies and activates switches
Ice Boomerang	Pipe Area, on a tray	attacks enemies, retrieves distant items, and freezes fire enemies
Pig Bullet	Circus Village, from the Ice Candy Vendor	turns pigs into tiny versions of themselves
Pig Suit	Circus Village, in the Circus Warehouse	allows Tomba to talk to pigs
Squirrel Clothes	Ranch Area, in the Green Treasure Chest in the pile of Treasure Chests	allows Tomba to soar after a jump
Swimming Pig Suit	Water Temple, after saving the Water Tank Mermaid	allows Tomba to swim
Torch Hammer	Tower of Strength	more powerful version of the Fire Hammer, also smashes stone blocks
Turbo Pants	Laughing Crying Forest, in the Red Treasure Chest above the house with the Crying Door	allows Tomba to run even faster



Blue Items

Item	Location	Use
1/2-Boiled Potato	Pipe Area, from a Potato	becomes a Boiled Potato under the hot water faucet
1/2-Spell of Courage	from the Miner whose pot you broke and from the Healed Mother	reveals the Tower of Courage's door and opens it
1/2-Spell of Force	from the Closed Clamshell Mermaid and the three sisters	reveals the Tower of Strength's door and opens it
1/2-Spell of Wisdom	from the chest in the Dark Room and from Pham	reveals the Tower of Wisdom's door and opens it
Anemone's Hot Dregs	Pipe Area, after freezing and smashing a Fire Sea Anemone	becomes Hot Powder in Witch Mizuno's Hidden House
Anemone's Icy Dregs	Ranch Area, after burning and smashing a Snow Sea Anemone	becomes Cold Powder in Witch Mizuno's Hidden House
Badge of Liars	Ranch Summit, in the Operations Room	rewards the lying sister in the lying game
Baron	Laughing Crying Forest, after restoring Baron	transports you instantly to any section of the game that you've already visited
Banana	Pipe Area, on a chain	becomes a Baked Banana in the Burning Machine
Big Piece of Meat	Cafeteria	becomes a Big Steak in the Burning Machine
Big Steak	from a Big Piece of Meat	makes a Steak Sandwich in the Cafeteria
Boiled Potato	from a 1/2-Boiled Potato	makes a Hash Brown Sandwich in the Cafeteria
Bucket	Town of the Fishermen and Trolley Stop	carries water
Clear Mushroom	The Deep Forest, in the Ghost Door	cures Invisibility
Coal Mine Bell	Blue Treasure Chest, behind spikes in the Coal-Mining Town	instantly transports you back to the Coal-Mining Town
Donglin Bell	The Forest Entrance, after eliminating the Guard	instantly transports you back to The Forest Entrance
Dried Fish	Town of the Fishermen, on the drying net	makes Dry Fish Sandwich in the Cafeteria
Dry Fish Sandwich	Cafeteria, from the Chef	cures Invisibility
Golden Powder	Golden Tower, from the old pig	protects Tomba from all damage
Hash Brown Sandwich	Cafeteria, from the Chef	cures Laughing and Crying States
Healthy Lunch	everywhere	restores all of your Vitality and Magic points
Hi-Purity Hardonium	from Low-Purity Hardonium	combines with Hi-Purity Lightomite to make the Light Alloy
Hi-Purity Lightomite	from Low-Purity Lightomite	combines with Hi-Purity Hardonium to make the Light Alloy
Holy Water Bucket	Water Temple, at the Holy Water faucet	restores Baron and the Holy Tree
Hot Water Bucket	Pipe Area, at the hot water faucet	fills the spa at the Ranch Summit
Ice Statue	Sculptor's Hut	weighs down the Holy Pedestal to keep Holy Water flowing
Itching Salve	Kujara Shed, in the top ice block	stops Charles from itching
Large Lunch Box	everywhere	restores eight Vitality points
Low-Purity Hardonium	inside Mudball Surprise	becomes Hi-Purity Hardonium in the Burning Machine
Low-Purity Lightomite	inside Mudball Surprise	becomes Hi-Purity Lightomite in the Burning Machine
Lunch Box	everywhere	restores four Vitality points
Magic Juice	everywhere	restores all of your Magic points
Magic Water	everywhere	restores half of your Magic points
Magic Wings	everywhere	transports you instantly to any section of the game that you've already visited
Mermaid Bucket	Water Temple, from the Aquatic Plant Mermaid	holds both hot and cold water
Minitta Bell	Tiny Mouse's House, behind the Minitta Tunnel	instantly transports you back to the Minitta Tunnel
Minitta Mushroom	Town of the Fishermen, in the Mouse's House after one game of collecting Berry Nuts	changes between Tomba and Mini Tomba
Mudball	Pipe Area, on a tray	becomes Clay in the Washing Machine
Mudball Surprise	Pipe Area, on trays	becomes Low-Purity Lightomite or Low-Purity Hardonium in the Washing Machine
Normal Fruit	Pipe Area, in the White Treasure Chest in the Laughing Door	cures Laughing and Crying States
Potato	Ranch Area, near the Lift Shed	becomes a 1/2-Boiled Potato under the hot water faucet
Small Fish	Town of the Fishermen	makes a Dried Fish on the drying net
Small Mud Clump	Pipe Area, in the secret room	becomes the Miner's Ring in the Washing Machine
Special Lunch	everywhere	restores 15 Vitality points
Steak Sandwich	Cafeteria, from the Chef	cures oily smear
Strange Fruit	Kujara Shed, in the Blue Treasure Chest behind the Crying Door	switches between Laughing and Crying States
Taboo Mushroom	inside a box at the bottom of the ladder below the Rucksack	changes in and out of the Taboo State
Tiger Oil Remover	Kujara Washing Shed, after completing three levels of the washing game	cures oily smear and never runs out
Tiny Flame Pig	use the Pig Bullet on a Flame Pig	becomes part of the Ice Candy Vendor's trick
Tiny Flying Pig	use the Pig Bullet on a Winged Pig	becomes part of the Ice Candy Vendor's trick
Tiny Ghost Pig	use the Pig Bullet on a Ghost Pig	becomes part of the Ice Candy Vendor's trick
Tiny Ice Pig	use the Pig Bullet on an Ice Pig	becomes part of the Ice Candy Vendor's trick
Tiny Water Pig	use the Pig Bullet on a Water Pig	becomes part of the Ice Candy Vendor's trick
Water Bucket	Town of the Fishermen, after filling the Bucket	puts out fires and waters Magic Flowers

Pink Items

Item	Location	Use
100-Year Amulet	Water Temple, near the edge of a chasm	satisfies the 100-Year-Old Man
Baked Banana	from the Banana	feeds Charles
Big Flower Seed	Ranch Area, near the Holy Tree	becomes Petit-Face Flower after the Flower Seed Circus Worker plants it
Big Sack	Ranch Area, in a snowball	exchange with Santa Claus for the Fire Hammer
Blueberry	The Forest Entrance	helps the Artist finish his painting
Blue Key	The Forest Entrance, from the Artist	opens Blue Treasure Chests
Bombs	Powder Room	blows up the boulder
Carpenter Book	Circus Village, in the well	breaks the statue in the Circus Village
Chick Food	Pipe Area, in a Red Treasure Chest	turns Chicks into Nishiki Birds
Clay	from Mudball	enables the Potter to make the Master's Pot
Clay Spatula	Coal-Mining Town, in the broken pot	enables the Potter to make the Master's Pot
Closet Key	Circus Village, across the drawbridge	opens the closet in the Circus Warehouse
Clues	trolley ride	makes the cherub in the fountain in the Circus Village reveal the Evil Pigs' locations
Cold Powder	Witch Mizuno's Hidden House	protects you against ice damage
Crab Basket	Waterfall of the Heavens, on a seesaw barrel	catches the Golden Crabs
Crystal	Water Temple, after defeating the Crystal Crab	becomes the Crystal Panel
Crystal Panel	Water Temple, from the Crystal Artisan	fixes the Water Tank
Dwarf's Proof	Chimney Shed	provides proof of friendship from the Dwarf
Earth Pig Bag	Underground Passage between the Circus Village and the Water Temple	captures the Evil Earth Pig
Final Pig Bag	from Kainen, near the ??? room in the Mine	captures the Final Evil Pig
Flame Pig Bag	Coal-Mining Town, from Gran	captures the Evil Flame Pig
Getwell Plant	underneath the Circus Village from a pig	heals the Injured Mother
Ghost Pig Bag	Treasure House in the Evil Pig Book	captures the Evil Ghost Pig
Golden Crab	Town of the Fishermen and Waterfall of the Heavens	completes Win's machine
Golden Moon	Kujara Washing Shed, after completing 10 levels of the washing game	satisfies the old pig in the Golden Tower
Golden Star	Town of the Fishermen, in the Mouse's House after collecting 100 Berry Nuts in one minute	satisfies the old pig in the Golden Tower
Golden Sun	Trolley Stop, from the Trolley Keep after two races	satisfies the old pig in the Golden Tower
Gold Fishhook	Waterfall of the Heavens, in the drained bridge	exchange for the Mermaid Scale with the Fisherman with the stuck line
Green Key	Ranch Area, from the Lost Diary Researcher	opens Green Treasure Chests
Harp's Left Side	Water Tank Room	forms the Mermaid's Harp
Harp's Right Side	Water Temple, in the Blue Treasure Chest near the Mini Temple	forms the Mermaid's Harp
Hexagon Gear	Ranch Summit, in an ice block	fits into the winches in the Ranch Summit and the Water Temple
High-Pitch Pearl	Water Temple, in the White Treasure Chest near the Crying Door	forms the Mermaid's Harp
Hot Powder	Witch Mizuno's Hidden House	protects you against fire damage
Ice Candy	from enemies after a magic ice attack	satisfies the Ice Candy Vendor
Ice Pig Bag	Ranch Summit, from Pham	captures the Evil Ice Pig
Kujara Peach	Ranch Area, inside a snowball	feeds the Kujaras in the Lift Shed
Large Fuse	Tool Shed in the Ranch Summit	fixes the Kujara Washing Shed machine
Light Alloy	Combining Machine	fixes trolley
Light Cutting Box	The Forest Entrance, in the high Ghost Door	becomes the Snow Firefly Box
Low-Pitch Pearl	Water Temple, near the higher waterfalls	forms the Mermaid's Harp
Master's Pot	from the Clay	satisfies the Miner whose pot you broke
Mermaid Scale	Waterfall of the Heavens, from the Fisherman with the stuck line	protects you from drowning
Mermaid's Harp	Water Temple, after collecting the four pieces	wakes the Big Fish
Miner's Ring	inside Small Mud Clump	satisfies the Miner who lost it
Mizuno's Proof	Witch Mizuno's Hidden House	provides proof of friendship from Witch Mizuno
Mystery Reflector	Ranch Area, in the Kokka Bird's egg	opens the door inside the Great Temple
Nishiki's Wings	Mini Temple	instantly transports you and the Nishiki Birds back to the Mini Temple
Old Man's Proof	Water Temple, in the Crying Door	provides proof of friendship from the 100-Year-Old Man
Paon Grass	Circus Village, from the Pig Tribe Elder	lures the Paon across the Circus Village to the well
Petit-Face Flower	Circus Village, from the Flower Seed Circus Worker	satisfies the Dwarfs in the Chimney Shed

Pink Items (continued)

Item	Location	Use
Pig Nose Panel	inside the Adventurer's Chests	opens the door to the Golden Tower
Power Coal	Pipe Area, in a Red Treasure Chest	fuels machines and the oven in the Coal-Mining Town
Rare Crab	Water Temple, in a pool of water	satisfies the Collector in the Ranch Summit
Rare Fish	Town of the Fishermen, on a tall branch	satisfies the Collector in the Ranch Summit
Rare Shrimp	Laughing Crying Forest, after hitting a switch	satisfies the Collector in the Ranch Summit
Rare Squid	Ranch Summit, in the Aquatic Plant	satisfies the Collector in the Ranch Summit
Red (White or Blue) Chick	Town of the Fishermen, in a seesaw barrel	jumps into the Bird's Nest when you climb the tree
Red Key	Windmill Shed, after Win's machine works	opens Red Treasure Chests
Rock Crab	The Deep Forest, near the Adventurer's Chest	balances the machine in the Treasure House
Round Gear	Water Temple, on a stone slab	fits into the winches that operate the Water Gate and raise the Minitta Tunnel
Rucksack	Ranch Area, on a ledge above the Holy Tree	satisfies the Traveler in the Water Temple
Snow Firefly	in the snow in the Ranch Area, in the Snow Firefly Nest, in the Donglin Forest, and from each sister in the Ranch Summit	turns Light Cutting Box into the Snow Firefly Box
Snow Firefly Box	The Forest Entrance, after collecting 20 Snow Fireflies	lights the dark room in the Water Temple
Spoon	Waterfall of the Heavens, between two Aquatic Plants	removes the mushroom in the Mouse's House
Star-shaped Cog	Town of the Fishermen, on the drying net	fits into the winches in the Town of the Fishermen and the Water Temple
Traveler's Diary	Chimney Shed, in the Red Treasure Chest	exchange for the Green Key with the Lost Diary Researcher
Triangle Gear	Circus Village, in the Nishiki Bird's claws	fits into the winches in the Circus Village and the Water Temple
Trolley Rail	Pipe Area, after Gran drops it	fixes the track in the Coal-Mining Town
Trolley Ticket	Large Shed, from the hurt Miner	allows Tomba to ride the trolley
Vampire Mirror	Kujara Shed, in an ice block	satisfies Witch Mizuno
Water Pig Bag	Great Temple, in the secret room	captures the Evil Water Pig
White Key	Water Temple, in the Red Treasure Chest under the Water Temple Rafter	opens White Treasure Chests
Yan's Proof	Circus Village	provides proof of friendship from Yan

Gems

Gem	AP Value
Yellow Gem	100
Red Gem	200
Purple Gem	500
Dark Blue Gem	1,000
Light Blue Gem	5,000
Light Green Gem	10,000
Dark Yellow Gem	20,000
Blue Diamond	100,000



Events

Tomba! 2 has 133 regular events and four secret events. Many of the 133 events are optional, and you may miss them by not talking to the right character or examining the right object. The following table tells you how to complete all of the game's events so you can see the cartoon finale that goes with a perfect game. If you also trigger and complete the secret events, you'll see a slightly altered version of the cartoon finale, but you must have a save file from the first *Tomba!* game on your memory card to unlock these events.

Events

Event Name	Begin Location	Begin Action	Begin AP
100-year-old man	Water Temple	Talk to the 100-Year-Old Man.	5,000
Adventurer's Chest	Waterfall of the Heavens	Look inside an Adventurer's Chest.	2,000
Adventurer's Clue	Waterfall of the Heavens	Look inside an Adventurer's Chest with enough AP to open it.	2,000
A Kujara washing expert	Kujara Shed	Talk to the Kujara Washing Shed Operator after finishing three levels of the washing machine game.	1,000
A large flower seed	Ranch Area	Talk to the Dwarf in the Chimney Shed.	5,000
A Mermaid in the Water Tank!	Water Temple	Talk to the Water Tank Mermaid.	0
Annoying Mushroom	Town of the Fishermen	Collect 100 Berry Nuts in one minute.	1,000
A Pig Tribe Clown Statue!	Circus Village	Talk to the Pig Tribe Elder in the Pig Tribe's Hall.	0
A rare collection	Ranch Summit	Talk to the Collector the first time.	2,000
A Red Treasure Chest	Town of the Fishermen	Try to open a Red Treasure Chest.	1,000
Baron Turned to Stone	Laughing Crying Forest	Examine the statue of Baron.	3,000
Berry Nuts Harvest	Town of the Fishermen	Talk to the mouse in the corner of the Mouse's House again or collect 100 Berry Nuts in one minute.	1,000
Blast the rock!	Trolley Entrance	Enter the Trolley Stop.	0
Bring the Big Sack!	Ranch Area	Talk to Santa Claus.	0
Bury it in the sand!	Coal-Mining Town	Approach the hole.	0
Capture Evil Earth Pig!	Circus Village	Pick up the Earth Pig Bag in the Underground Passage.	0
Capture Evil Flame Pig!	Coal-Mining Town	Talk to Gran.	0
Capture Evil Ghost Pig!	The Deep Forest	Talk to the Donglin Researcher in the Treasure House.	0
Capture Evil Ice Pig!	Kujara Shed	Bring the third Kujara to the Summit Shed.	0
Capture Evil Water Pig!	Water Temple	Pick up the Water Pig Bag.	0
Capture the Last Evil Pig!	... ???	Talk to Kainen.	0
Chick from an Egg	Town of the Fishermen	Jump on an egg on a seesaw.	2,000
Closed Clamshell	Water Temple	Look inside the closed clamshell.	3,000
Collect ice candy	Circus Village	Talk to the Pig Ice Candy Vendor.	2,000
Collect snow fireflies	Ranch Area	Jump on a snow firefly.	2,000
Collect the Golden Crabs!	Waterfall of the Heavens	Pick up the Crab Basket.	0
Cooking with Tomba!	Coal-Mining Town	Read the Steak Sandwich sign in the Cafeteria.	2,000
Cools off and disappears!	Pipe Area	Talk to the Miner near the signpost.	0
Crystal panel Blocks a Hole!	Water Temple	Talk to the Crystal Artisan.	0
Deliver to Gran!	Pipe Area	Hit the switch on the Bombs with the Hammer.	0

Each event below includes the locations where you begin and end the event, as well as the conditions under which you begin and end it. If there's a particular item you need to have in hand to begin or end an event, that item is also listed. For those of you who want to know the more difficult events to boost your AP score, the table also includes the AP values associated with each event. Note that most required events in the game have no beginning AP value and usually an ending AP value of 2,000.

End Location	End Action	End AP	Required Item
Water Temple	Talk to the 100-Year-Old Man again.	20,000	100-Year Amulet
Waterfall of the Heavens	Look inside an Adventurer's Chest with enough AP to open it.	5,000	—
Town of the Fishermen	Look inside the fifth Adventurer's Chest with enough AP to open it.	20,000	—
Kujara Shed	Finish ten levels of the washing machine game.	100,000	—
Ranch Area	Talk to the Dwarf in the Chimney Shed again.	20,000	Petit-Face Flower
Water Temple	Jump on the switch in the Water Tank Room.	5,000	—
Town of the Fishermen	Talk to the mouse in the corner of the Mouse's House again or collect 100 Berry Nuts in one minute.	10,000	Spoon
Circus Village	Talk to the Pig Tribe Elder in the Pig Tribe's Hall again.	10,000	Carpenter Book
Ranch Summit	Talk to the Collector again.	20,000	Rare Crab, Rare Fish, Rare Shrimp and Rare Squid
Waterfall of the Heavens	Open any Red Treasure Chest.	2,000	Red Key
Laughing Crying Forest	Use the Holy Water Bucket on Baron.	20,000	—
Town of the Fishermen	Collect 200 Berry Nuts in one minute.	100,000	—
Pipe Area	Hit the switch on the Bombs with the Hammer.	5,000	—
Ranch Area	Talk to Santa Claus again.	2,000	Big Sack
Coal-Mining Town	Fill the hole with three loads of sand.	2,000	—
Ranch Area	Throw the Evil Earth Pig into the Earth Pig Bag three times.	100,000	—
The Forest Entrance	Throw the Evil Flame Pig into the Flame Pig Bag three times.	100,000	Trolley Rail
Pipe Area	Throw the Evil Ghost Pig into the Ghost Pig Bag three times.	100,000	Rock Crab
Water Temple	Throw the Evil Ice Pig into the Ice Pig Bag three times.	100,000	—
Waterfall of the Heavens	Throw the Evil Water Pig into the Water Pig Bag three times.	100,000	—
Final Evil Pig's lair	Throw the Final Evil Pig into the Final Pig Bag five times.	0	—
Town of the Fishermen	Pick up the second Chick.	3,000	—
Water Temple	Look inside the closed clamshell again.	20,000	Mermaid Scale
Circus Village	Use Ice Candy on the Ice Candy Vendor 30 times.	10,000	—
The Forest Entrance	Talk to the Donglin Researcher near the cage.	20,000	20 Snow Fireflies
Waterfall of the Heavens	Pick up the third Golden Crab.	2,000	Crab Basket
Coal-Mining Town	Use a Big Piece of Meat in the Burning Machine.	10,000	—
Pipe Area	Freeze a Capper with the Ice Boomerang.	2,000	—
Water Temple	Talk to the Water Tank Mermaid.	2,000	Crystal and Crystal Panel
Coal-Mining Town	Talk to Gran.	10,000	Trolley Rail

Event Name	Begin Location	Begin Action	Begin AP
Device guards the treasure!	The Deep Forest	Ride a seesaw all of the way down.	0
Escaped Kujara	Ranch Summit	Talk to Pham after transforming the Kujara Ranch.	2,000
Fatigue-Curing Spa	Ranch Summit	Talk to Kainen.	2,000
Feed the Chicks	Pipe Area	Open the Red Treasure Chest with the Chick Food.	3,000
Find Tabby!	start of the game	Start a new game.	0
Forgotten Rucksack	Water Temple	Use a Lunch Box on the hungry Traveler.	0
Get bombs!	Coal-Mining Town	Talk to the gloved Miner in the Large Shed.	0
Get clay from the mud	Coal-Mining Town	Talk to the Potter.	2,000
Getwell Plant Heals Wounds	Circus Village	Talk to the pig in the underground room.	2,000
Ghost Sticker	Ranch Area	Try to enter a Ghost Door.	2,000
Golden Tower	Water Temple	Look inside one of the holes outside the entrance.	5,000
Go to the Burning House!	Town of the Fishermen	Start a new game.	0
Holy Pedestal	Water Temple	Jump on the pedestal.	2,000
Holy Tree	Ranch Area	Find the Holy Tree.	3,000
I'm Thirsty!	Pipe Area	Talk to the thirsty Traveler.	3,000
Invisible mirror	Kujara Shed	Smash the ice block.	5,000
Invisible Traveler	Circus Village	Talk to the invisible Traveler.	3,000
Itchy Charles	Ranch Summit	Jump on Charles in the Tool Shed.	3,000
Kill the Guards!	The Forest Entrance	Jump on the third Ghost.	0
Kujara's Favorite!	Ranch Area	Find the Kujara Peach.	0
Kujara Washing Shed	Ranch Summit	Talk to the Kujara Washing Shed Operator.	2,000
Laughing Traveler	Laughing Crying Forest	Talk to the laughing Traveler.	3,000
Let's go to Tabby's house!	Pipe Area	Talk to Gran before entering Coal-Mining Town.	0
Let's Help the Clown!	Circus Village	Talk to the Pig Circus Clown.	0
Let's Make a Pot!	Coal-Mining Town	Examine the pot twice to break it.	3,000
Let's Make Dried Fish	Town of the Fishermen	Talk to Fisherman Ark.	2,000
Let's See the Clown Circus!	Circus Village	Talk to the Pig Tribe Elder and the Pig Suit Child.	0
Let's Take the Lift!	Ranch Area	Try to enter the lift.	0
Lift the lid on the Well!	Circus Village	Examine the well.	0
Look for another reflector!	Water Temple	Talk to the Great Temple Keeper after cracking the Kokka Bird egg.	0
Look for the hammer!	Coal-Mining Town	Talk to Gran in the Underground Machine Room.	0
Look for the last Evil Pig!	?(wherever you captured the fifth Evil Pig)	Capture the fifth Evil Pig.	0
Lost and found	Waterfall of the Heavens	Flip all of the seesaw barrels so that the red halves are on top.	20,000
Lost clay spatula	Coal-Mining Town	Talk to the Potter.	2,000
Make a light alloy	Coal-Mining Town	Use a Mudball Surprise on the Washing Machine.	5,000
Melt the Giant Ice!	Ranch Area	Walk near the wall of ice.	0
More Blue for the Picture!	The Forest Entrance	Enter the Artist's Atrium.	0
Mythical Tower of Courage	Pipe Area	Use the 1/2-Spell of Courage in the niche to the right of the lowest pipe to reveal the door to the Tower of Courage.	10,000
Mythical Tower of Strength	Ranch Area	Use the 1/2-Spell of Force on the ledge to left of the seesaws to reveal the door to the Tower of Strength.	10,000
Mythical Tower of Wisdom	The Deep Forest	Use the 1/2-Spell of Wisdom on the ledge near the Rock Crab to reveal the door to the Tower of Wisdom.	10,000
Nishiki Bird Servants	Water Temple	Talk to the mouse in the Mini Temple after the Nishiki Birds return.	3,000
Normal Fruit	Laughing Crying Forest	Talk to the Donglin Researcher on the left in the room behind the Crying Door.	2,000
Oil-Smeared Traveler	Ranch Summit	Talk to the Traveler in the Operations Room.	3,000
Open the Water Gate	Water Temple	Talk to the Water Gate Operator.	0
Other Side of the Waterfall	Waterfall of the Heavens	Reach the top of the Windmill Shed.	5,000
Pig Ball to the Pigs	Circus Village	Use Ice Candy 30 times on the Ice Candy Vendor.	2,000
Potato bug eats leaves	The Deep Forest	Knock the potato bug loose.	5,000
Pour the Water In!	Town of the Fishermen	Grab the Bucket.	0
Precious Ring	Coal-Mining Town	Talk to the Miner on the grate after transforming the Large Mine Underground.	1,000
Pull and open!	Pipe Area	Jump on a blue chain.	0
Put in the Spirit's Eye!	The Forest Entrance	Jump on a Ghost for the first time.	0
Raise the Ladder!	Ranch Summit	Pick up the Hexagon Gear.	0

End Location	End Action	End AP	Required Item
The Deep Forest	Lock all of the seesaws with the symbol in the up position.	5,000	—
Ranch Summit	Return the third Kujara to the Summit Shed.	10,000	—
Ranch Summit	Use the Hot Water Bucket on the spa.	10,000	—
Town of the Fishermen	Climb the tree to the Bird's Nest.	10,000	Chick Food
Final Evil Pig's lair	Capture the Final Evil Pig.	0	—
Water Temple	Talk to the Traveler again.	20,000	Rucksack
Pipe Area	Pick up Bombs in the Powder Room.	2,000	—
Coal-Mining Town	Talk to the Potter again.	10,000	Clay Spatula and Clay
Circus Village	Talk to the boy near the signpost.	10,000	Getwell Plant
The Forest Entrance	Enter a Ghost Door.	10,000	—
Water Temple	Use the fifth Pig Nose Panel on a hole.	10,000	—
Town of the Fishermen	Talk to Kainen.	2,000	—
Water Temple	Jump on the pedestal and use the Ice Statue.	20,000	—
Ranch Area	Use the Holy Water Bucket on the Holy Tree.	20,000	—
Pipe Area	Use the Water Bucket on the thirsty Traveler.	5,000	—
The Forest Entrance	Talk to Witch Mizuno.	20,000	Vampire Mirror
Circus Village	Use a Dry Fish Sandwich on the invisible Traveler.	10,000	—
Ranch Summit	Use Itching Salve on Charles.	5,000	—
The Forest Entrance	Smash the Guard's tongue three times.	5,000	—
Ranch Area	Pick up the Kujara Peach.	2,000	—
Kujara Shed	Enter the Kujara Washing Shed.	5,000	—
Laughing Crying Forest	Use a Hash Brown Sandwich on the laughing Traveler.	10,000	—
Coal-Mining Town	Enter Tabby's house.	2,000	—
Circus Village	Catch the Pig Circus Clown on the mat.	2,000	—
Coal-Mining Town	Talk to the Miner whose pot you broke.	10,000	Master's Pot
Town of the Fishermen	Pick up a Dried Fish.	20,000	Small Fish
Circus Village	Talk to the Pig Tribe Elder and the Pig Suit Child again after helping the Pig Circus Clown.	2,000	—
Ranch Area	Enter the lift.	5,000	—
Circus Village	Lead the Paon to the well.	2,000	Paon Grass
Water Temple	Talk to the Great Temple Keeper near the second Mystery Reflector stand.	10,000	Mystery Reflector
Trolley Entrance	Enter the Trolley Stop.	2,000	—
... ???	Talk to Kainen.	5,000	—
Waterfall of the Heavens	Talk to the Fisherman with the stuck line.	5,000	Gold Fishhook
Coal-Mining Town	Talk to the Potter again.	5,000	Clay Spatula
Coal-Mining Town	Use the Hi-Purity Hardonium and the Hi-Purity Lightomite on the Combining Machine.	20,000	—
Ranch Area	Smash the Big Freeze Pig down to normal size.	2,000	—
The Forest Entrance	Enter the Artist's Atrium again.	2,000	Blueberry
Pipe Area	Use the other 1/2-Spell of Courage to open the door.	100,000	—
Ranch Area	Use the other 1/2-Spell of Force to open the door.	100,000	—
The Deep Forest	Use the other 1/2-Spell of Wisdom to open the door.	100,000	—
Water Temple	Talk to the mouse in the Mini Temple after the mice return.	20,000	—
Pipe Area	Open the White Treasure Chest in the room behind the Laughing Door.	10,000	—
Ranch Summit	Use a Steak Sandwich on the Traveler.	10,000	—
Water Temple	Talk to the Water Gate Operator again.	2,000	Round Gear
Water Temple	Enter the room behind the waterfall.	10,000	—
Circus Village	Use five mini-pigs on the Ice Candy Vendor.	20,000	—
The Deep Forest	Lead the potato bug to the leaf.	20,000	—
Town of the Fishermen	Fill the Bucket with water.	2,000	Bucket
Coal-Mining Town	Talk to the Miner on the grate again.	5,000	Miner's Ring
Pipe Area	Jump on the second blue chain.	5,000	—
The Forest Entrance	Jump on the third Ghost.	2,000	—
Kujara Shed	Talk to the Kujara Rancher.	2,000	Hexagon Gear

Event Name	Begin Location	Begin Action	Begin AP
Ready Or Not! Here I Come!	Ranch Summit	Talk to the sisters in the Operations Room.	2,000
Remove all the Cappers!	Pipe Area	Freeze a Capper with the Ice Boomerang.	0
Quick! The trolley!	Trolley Entrance	Talk to the Trolley Keep a second time.	3,000
Save the Crab!	Town of the Fishermen	Fill the Bucket with water the first time.	0
Sea Anemone's burning dregs	Pipe Area	Throw an enemy into a Fire Sea Anemone's mouth.	5,000
Sea Anemone's ice	Ranch Area	Throw an enemy into a Snow Sea Anemone's mouth.	5,000
Secret of the Aquatic Plant	Town of the Fishermen	Pop an Aquatic Plant with the Grapple.	3,000
Sink the White Platform!	Water Temple	Talk to the Water Temple Rafter.	0
Snow Firefly Nest	Ranch Area	Jump on the Snow Firefly Nest.	5,000
Starving Charles	Coal-Mining Town	Talk to Charles.	2,000
Starving Traveler	Water Temple	Talk to the hungry Traveler.	5,000
Static Explosion!	Kujara Shed	Enter the Summit Shed.	0
Strange Fruit	Laughing Crying Forest	Talk to the Donglin Researcher on the right in the room behind the Laughing Door.	2,000
Super fast on the trolley	Trolley Entrance	Win the first trolley race.	1,000
Switch with Donglin	Laughing Crying Forest	Enter the Laughing Door.	2,000
Taboo fruit	Ranch Summit	Talk to the Collector.	5,000
Take the Grapple!	Laughing Crying Forest	Smash the first wooden post.	0
The best! Hash potatoes!	Coal-Mining Town	Read the Hash Brown Sandwich sign in the Cafeteria.	2,000
The Broken-Up Mermaid Harp!	Water Temple	Approach the Big Fish.	0
The cook's special menu	Coal-Mining Town	Talk to the Chef.	2,000
The crab basket!	Town of the Fishermen	Talk to Fisherman Ark.	0
The Crying Door	Kujara Shed	Try to enter a Crying Door.	2,000
The Evil Earth Pig Plate!	... ???	Look inside the Evil Earth Pig statue.	0
The Evil Flame Pig Plate!	... ???	Look inside the Evil Flame Pig statue.	0
The Evil Ghost Pig Plate!	... ???	Look inside the Evil Ghost Pig statue.	0
The Evil Ice Pig Plate!	... ???	Look inside the Evil Ice Pig statue.	0
The Evil Water Pig Plate!	... ???	Look inside the Evil Water Pig statue.	0
The Fuel that Burns Well	Pipe Area	Pick up the Power Coal.	2,000
The Hidden Diary!	Ranch Area	Talk to the Lost Diary Researcher.	0
The Laughing Door	Pipe Area	Try to enter a Laughing Door.	2,000
The stuck Fishhook line	Waterfall of the Heavens	Jump on the float.	1,000
The Tiny Mouse's Berry Nuts!	Town of the Fishermen	Talk to the mouse in the corner of the Mouse's House.	2,000
The Tiny Mouse's House	Town of the Fishermen	Approach the Mouse's House.	2,000
The Ultimate Sculpture	Ranch Summit	Talk to the Ice Sculptor after pushing the ice block into position.	2,000
The Washing Machine Fuse	Ranch Summit	Pick up the Large Fuse.	2,000
Tiny Tomba/Mini Tomba	Water Temple	Talk to the Water Gate/Minitta Tunnel Operator.	2,000
Too Dark to See!	Water Temple	Enter the dark room.	3,000
Trolley ticket	Coal-Mining Town	Talk to the hurt Miner in the Large Shed.	1,000
Unmoving Blessed Priest	Circus Village	Talk to the pig next to the fountain.	3,000
Use Pig Suit to Talk!	Circus Village	Talk to Chiquita.	0
Use Rock Crabs for Balance!	The Deep Forest	Enter the room with the Ghosts in the Treasure House.	0
Use the Seesaw!	Circus Village	Talk to the pig near the drawbridge.	0
Wake up the Giant Fish!	Water Temple	Approach the Big Fish.	0
Wash the Kujara	Kujara Shed	Talk to the Kujara Washing Shed Operator in the Kujara Washing Shed.	2,000
Wash the strange lump!	Coal-Mining Town	Enter Tabby's house.	0
What's Inside the Mud?	Pipe Area	Pick up a Mudball Surprise.	2,000
Where is the Bird's Nest?	Town of the Fishermen	Overturn a seesaw barrel and pick up a Chick.	2,000
Where's My Son?	Coal-Mining Town	Talk to the Injured Mother.	2,000
Who's the Liar?	Ranch Summit	Talk to the sisters after the game of Hide and Seek.	3,000
Wind it Up!	Town of the Fishermen	Pick up the Star-shaped Cog.	0
Win's windmill!	Waterfall of the Heavens	Pick up the third Golden Crab.	0
Witch's Concoction	The Forest Entrance	Use Anemone's Hot Dregs or Anemone's Icy Dregs on Witch Mizuno.	5,000
With the Nishiki Bird	Water Temple	Talk to the mouse in the Mini Temple.	10,000
Wormy Charles	The Deep Forest	Enter the opening near the Aquatic Plant.	5,000
Yan of the Hidden Village	Circus Village	Talk to the Pig Suit Child.	5,000

End Location	End Action	End AP	Required Item
Ranch Area	Find Ima in the game of Hide and Seek.	10,000	—
Pipe Area	Freeze the eighth Capper.	5,000	—
Trolley Entrance	Win the first trolley race.	20,000	—
Town of the Fishermen	Use the second Water Bucket on Kainen.	2,000	—
Pipe Area	Freeze a Fire Sea Anemone and pick up the Anemone's Hot Dregs.	10,000	—
Ranch Area	Burn a Snow Sea Anemone and pick up the Anemone's Icy Dregs.	10,000	—
Water Temple	Talk to the Aquatic Plant Mermaid after popping all of the Aquatic Plants.	20,000	—
Water Temple	Hit the white switch from the left side.	2,000	—
Ranch Area	Collect the five Snow Fireflies from the Snow Firefly Nest.	10,000	—
Coal-Mining Town	Talk to Charles again.	5,000	Baked Banana
Water Temple	Use a Lunch Box on the hungry Traveler.	3,000	—
Kujara Shed	Bring the third Kujara to the Summit Shed.	10,000	—
Kujara Shed	Open the Blue Treasure Chest in the room behind the Crying Door.	10,000	—
Trolley Entrance	Win the second trolley race.	100,000	—
Laughing Crying Forest	Jump on the left switch when in position beyond the Laughing Door.	5,000	—
Ranch Area	Enter the box below the Rucksack to pick up the Taboo Mushroom.	20,000	—
Laughing Crying Forest	Open the Blue Treasure Chest near the black door.	5,000	—
Pipe Area	Make a Boiled Potato.	10,000	—
Water Temple	Find the four pieces of the Mermaid's Harp.	2,000	—
Coal-Mining Town	Use a Dried Fish on the Chef.	10,000	—
Waterfall of the Heavens	Pick up the Crab Basket.	2,000	Star-shaped Cog
Laughing Crying Forest	Enter a Crying Door.	5,000	—
Circus Village	Use the Evil Earth Pig Suit to crush the Plate.	0	—
... ???	Use the Evil Flame Pig Suit to crush the Plate.	0	—
Laughing Crying Forest	Use the Evil Ghost Pig Suit to crush the Plate.	0	—
Ranch Summit	Use the Evil Ice Pig Suit to crush the Plate.	0	—
Water Temple	Use the Evil Water Pig Suit to crush the Plate.	0	—
Coal-Mining Town	Talk to the Miner in the corner of the Coal-Mining Town.	10,000	Power Coal
Ranch Area	Talk to the Lost Diary Researcher again.	5,000	Traveler's Diary
The Forest Entrance	Enter a Laughing Door.	5,000	—
Waterfall of the Heavens	Talk to the Fisherman with the stuck line.	2,000	—
Town of the Fishermen	Collect 100 Berry Nuts in one minute.	20,000	—
Town of the Fishermen	Enter the Mouse's House as Mini Tomba.	10,000	—
Ranch Summit	Talk to the Ice Sculptor when he finishes the Ice Statue.	10,000	—
Kujara Shed	Finish three levels of the washing machine game.	10,000	Large Fuse
Water Temple	Talk to the Water Gate/Minitta Tunnel Operator again.	10,000	Star-shaped Cog, Hexagon Gear, and Triangle Gear
Water Temple	Enter the dark room again.	20,000	Snow Firefly Box
Trolley Entrance	Talk to the Trolley Keep.	2,000	Trolley Ticket
Circus Village	Talk to the cherub in the fountain.	20,000	Clues
Circus Village	Talk to any pig.	2,000	Pig Suit
The Deep Forest	Talk to the Donglin Researcher in the Treasure House.	10,000	Rock Crab
Circus Village	Pick up the Triangle Gear.	2,000	—
Water Temple	Talk to the Water Tank Mermaid.	5,000	Mermaid's Harp
Kujara Shed	Finish three levels of the washing machine game.	20,000	—
Coal-Mining Town	Talk to Gran in the Underground Machine Room.	2,000	—
Coal-Mining Town	Use a Mudball Surprise on the Washing Machine.	10,000	—
Town of the Fishermen	Take the second Chick to the Bird's Nest.	5,000	—
Coal-Mining Town	Talk to the Healed Mother.	10,000	—
Ranch Summit	Use the Badge of Liars on the correct lying sister three times in a row.	10,000	—
Town of the Fishermen	Talk to Fisherman Ark.	5,000	Star-shaped Cog
Waterfall of the Heavens	Talk to Win.	10,000	Three Golden Crabs
The Forest Entrance	Use a second Dregs of the same type on Witch Mizuno.	20,000	—
Town of the Fishermen	Climb the tree to the Bird's Nest.	20,000	—
The Deep Forest	Jump on the potato bug on the leaf.	10,000	—
Circus Village	Talk to Yan in the room behind the Laughing Door.	20,000	—

Treasure Chests

Many of the Treasure Chests in *Tomba! 2* contain items that you don't really need to finish the game. Others contain items that are crucial to the completion of the adventure. Rather than struggle to keep track of and open each Treasure Chest, look at the following tables to determine which ones you want to open. If you need more AP to open one of the five Adventurer's Chests, the right Gem might put you past the threshold. Items like Lunch Boxes and Special Lunches might help you through the more difficult areas of the Donglin Forest or the Water Temple. The tables are arranged by color and in roughly the order in which you discover them during the game.

Red Treasure Chests

Game Section	Specific Location	Contents
Town of the Fishermen	in midair above the third seesaw	1/2-Pot of life
Town of the Fishermen	in midair past the second seesaw	Magic Wings X 2
Town of the Fishermen	on top of the house	1/2-Pot of life
Waterfall of the Heavens	high above the seesaws	1/2-Pot of life
Waterfall of the Heavens	in the structure opposite the Windmill Shed	Light Blue Gem (5,000 AP)
Waterfall of the Heavens	in the Windmill Shed	Fast Pants
Pipe Area	on a tray in the first pit	Magic Wings X 2
Pipe Area	on a ledge past the sign about the chains	Chick Food X 2
Pipe Area	on the low tray near the chain that raises the Ice Boomerang	Power Coal
Pipe Area	on a tray near the highest steam jet	1/2-Pot of life
Coal-Mining Town	Gran's house	Dark Blue Gem (1,000 AP)
Coal-Mining Town	Tabby's house	Lunch Box
Ranch Area	to the left of the tall pole	Light Green Gem (10,000 AP)
Ranch Area	in a snowball near the signpost	Magic Wings X 2
Ranch Area	above the Kujara Peach snowball	Lunch Box
Ranch Area	pile of Treasure Chests	Potato X 3
Ranch Area	Chimney Shed behind the fence	Traveler's Diary
Ranch Area	in midair above the Holy Tree	Magic Wings
Kujara Shed	in an ice block	Magic Wings X 2
The Forest Entrance	high above the leftmost crank	Magic Wings X 2
Laughing Crying Forest	near the Rare Shrimp	Magic Wings X 2
Laughing Crying Forest	above the house with the Crying Door (you need the Grapple)	Turbo Pants
The Deep Forest	below an acorn near the beginning	Magic Wings X 2
The Deep Forest	near the left seesaw	Magic Wings X 2
The Deep Forest	near the last seesaw	Light Blue Gem (5,000 AP)
The Deep Forest	to the left from the middle seesaws and high in the air	Light Blue Gem (5,000 AP)
Circus Village	Control Shed	Magic Wings X 2
Water Temple	above the Round Gear	Magic Wings X 2
Water Temple	under the Water Temple Rafter	White Key

Green Treasure Chests

Game Section	Specific Location	Contents
Town of the Fishermen	in midair above the third seesaw (you need the Grapple)	Purple Jug that increases the Magic meter
Town of the Fishermen	in midair past the second seesaw	Light Green Gem (10,000 AP)
Waterfall of the Heavens	below the Windmill Shed	Light Blue Gem (5,000 AP)
Waterfall of the Heavens	above the stalactite	1/2-Pot of life
Waterfall of the Heavens	above the cranks (you need the Grapple)	1/2-Pot of life
Pipe Area	in the Tower of Courage	Glacier Boomerang
Pipe Area	above the fourth Capper	Magic Juice
Pipe Area	on a tray near the entrance to the Coal-Mining Town	1/2-Pot of life
Coal-Mining Town	in the house near the conveyors	Light Blue Gem (5,000 AP)
Ranch Area	pile of Treasure Chests	Squirrel Clothes
Ranch Area	on the ledge near the Kokka Birds	1/2-Pot of life
Ranch Area	in a snowball on the ledge near the Holy Tree	Magic Water
Ranch Summit	in an ice block	Large Lunch Box
Ranch Summit	higher up in the ice blocks	1/2-Pot of life
Ranch Summit	in midair (you need the Grapple)	1/2-Pot of life
The Forest Entrance	above the spirit face	1/2-Pot of life
Laughing Crying Forest	left from the first wooden post	Magic Water
Laughing Crying Forest	far left from the Rare Shrimp	Light Blue Gem (5,000 AP)
The Deep Forest	near the back edge of the first seesaw	Light Green Gem (10,000 AP)
Circus Village	near the pig that gives you the Getwell Plant	Magic Water
Water Temple	in midair above the inner water channel	Large Lunch Box
Water Temple	near the pig faucet	Magic Water

Blue Treasure Chests

Game Section	Specific Location	Contents
Waterfall of the Heavens	below the seesaws	Magic Juice
Waterfall of the Heavens	above the Windmill Shed	1/2-Pot of life
Pipe Area	above the fifth Capper	Purple Jug that increases the Magic meter
Coal-Mining Town	behind the spikes	Coal Mine Bell
Coal-Mining Town	Cafeteria	Special Lunch
Coal-Mining Town	Underground Machine Room	Magic Juice
Ranch Area	Tower of Strength	Torch Hammer
Ranch Area	pile of Treasure Chests	Magic Juice
Ranch Area	above the Lift Shed ladders	1/2--Pot of life
Ranch Area	in midair above the Holy Tree	Special Lunch
The Forest Entrance	near the ledge to the Artist's Atrium	Dark Yellow Gem (20,000 AP)
The Forest Entrance	below Witch Mizuno's Hidden House	1/2-Pot of life
The Forest Entrance	in the Artist's Atrium	Magic Juice
Laughing Crying Forest	near the Rare Shrimp	Special Lunch
Laughing Crying Forest	near the black door	Grapple
The Deep Forest	near the first seesaw	Lunch Box
The Deep Forest	in the distance from the last seesaw	Healthy Lunch
Circus Village	in the room behind the Laughing Door	Light Green Gem (10,000 AP)
Circus Village	Circus Warehouse	Large Lunch Box
Water Temple	next to the Mini Temple	Harp's Right Side
Water Temple	above the waterfall (you need the Grapple)	Magic Juice



White Treasure Chests

Game Section	Specific Location	Contents
Waterfall of the Heavens	in midair high above the seesaw wall (you need the Grapple)	1/2-Pot of life
Pipe Area	in midair near the entrance (you need the Grapple)	Blue Diamond (100,000 AP)
Ranch Area	pile of Treasure Chests	Special Lunch
Ranch Area	above the Lift Shed ladders (you need the Grapple)	Dark Yellow Gem (20,000 AP)
Ranch Area	in midair above the Holy Tree	Blue Diamond (100,000 AP)
Ranch Summit	in midair (you need the Grapple)	Purple jug that increases the Magic meter
Kujara Shed	in an ice block	1/2-Pot of life
The Forest Entrance	near the water at the beginning	Magic Water
The Forest Entrance	near the middle of the water	Magic Water
The Forest Entrance	in midair near the cranks	Large Lunch Box
The Forest Entrance	in midair above the first White Treasure Chest	Healthy Lunch
The Forest Entrance	in midair near the highest crank	Light Green Gem (10,000 AP)
Laughing Crying Forest	above the Banshee (you need the Grapple)	Healthy Lunch
The Deep Forest	Tower of Wisdom	Doka Pin
The Deep Forest	underneath the Banshee	Special Lunch
The Deep Forest	below the middle seesaws	Blue Diamond (100,000 AP)
The Deep Forest	in between the seesaws	Magic Juice
Circus Village	Pig Tribe's Hall	Special Lunch
Water Temple	in midair above the inner water channel	Light Green Gem (10,000 AP)
Water Temple	next to the Crying Door	High-Pitch Pearl
Water Temple	near the Holy Pedestal	Healthy Lunch
Water Temple	above the entrance to the Golden Tower (you need the Grapple)	Blue Diamond (100,000 AP)



TOMBA 2

Vitality Power-Ups

Since there are so many opportunities to lose Vitality points in *Tomba! 2*, collect as many of the 1/2-Pots of life (Vitality power-ups) as possible. Here's a table of the places where you find these 1/2-Pots of life. Most of them are in Treasure Chests, but some characters also give them to you. There's actually one full Pot of life high above the jumping platform in the Ranch area, but you have to bounce on the platform in a snowball to reach it. Consult the Kujara Ranch section for details.

Vitality Power-Ups

Game Location Specific Location

Town of the Fishermen	in the Red Treasure Chest on top of the house
Town of the Fishermen	in the Red Treasure Chest above the third seesaw
Waterfall of the Heavens	in the Red Treasure Chest above the seesaws
Waterfall of the Heavens	in the Green Treasure Chest above the stalactite
Waterfall of the Heavens	in the Green Treasure Chest above the cranks
Waterfall of the Heavens	in the Blue Treasure Chest above the Windmill Shed
Waterfall of the Heavens	in the White Treasure Chest high above the seesaws
Pipe Area	in the Red Treasure Chest near the highest steam jet
Pipe Area	in the Green Treasure Chest on a tray near the entrance to the Coal-Mining Town
Pipe Area	under the lowest pipe
Pipe Area	under the pipe near the chain that raises the metal drawbridge
Pipe Area	in the Tiny Mouse's House
Coal-Mining Town	from Charles after you give him the Baked Banana
Ranch Area	in the Green Treasure Chest on the ledge near the Kokka Birds
Ranch Area	in the Blue Treasure Chest above the Lift Shed ladders
Ranch Summit	in the Green Treasure Chest in an ice block
Ranch Summit	in the Green Treasure Chest in midair
Ranch Summit	from Charles after you use the Itching Salve on him in the Tool Shed
Ranch Summit	in the high stone block
Kujara Shed	in the White Treasure Chest in the ice block
The Forest Entrance	in the Green Treasure Chest above the spirit face
The Forest Entrance	in the Blue Treasure Chest below Witch Mizuno's Hidden House



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